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C64

The A64 Package v3.1 FULL VERSION (Is a comprehensive emulator/utility package to assist Commodore 64 users in upgrading to the Amiga. By Cliff Dugan, Questronics)
The A64 Package v3.01d DEMO VERSION (Is a comprehensive emulator/utility package to assist Commodore 64 users in upgrading to the Amiga. By Cliff Dugan, Questronics)
Run C64 v1.21 Communication program for Amiga & C64. Its not a modem program or anything like that, but a network system which enables you to send C64 file from the Amiga over to the C64 & start them)
TransNib v3.11 (By Matt Francis - Amiga front-end & TransNib64 2 (C64 Front-end).
D64 to Zip Code (This utility will convert between D64/ZIPCODE, D64 etc.
AXF 64 (This is an updated C64 emulator which claims to be faster than frodo. Requires os2 or os3.
1541 (is a command line cli-based program which reads a 1541 disk and produces a disk image. a disk image is simply a block-by-block copy of the disk, stored as a file.
ARC64 Archive Processor v1.2 (Archive to list and extract files from P00, T64, Arkive, D64, Zipcode and Lynx archives. Capable to convert between D64 and Zipcode.
D64 (Is a program to convert C64 programs from datasette to Amiga file format for use with the A64Package etc).
Frodo v1.5 (frodo is a multitasking freeware c64 emulator for the Amiga. OS2.1 and a 68020 (or better) and required, as well as copys of the original c64 roms.
UND64 Archive File Processor (This program is designed to extract, list or test files from .d64 disk images, .t64 tape images, and .p00 program images from PeeCee C64 emulators.
Magic 64 v1.1 (This iam sure you don't want to spend thousands on emulating a c64 so this emulator can help shareware with a registation fee of only $25
Make P000 (Since Magic 64 came along i wanted to run it. Unfortunately i extracted all my t64 and d64 files since Frodo doesnt support them heres a little Arexx script for turning c64 binaries into P00 files which Magic 64 does understand.
Over5 0.711 By Daniel Kahlin (The sucessor to OverFour is an Amiga to/from C64 transfer program package. Supports serial transfer at 38400 baud 8n2 using only a RS-232 level converter (Like the Vic-1011a). Auther email [tlr@stacken.kth.se].
C64 Graphics Format Converter Package v1.2 (converts ppm, fi and koala graphics files from c64 to amiga of amiga to c64. requires Amos for the Amiga.
Copy 1581F File Reader (By Kerry Gray - This program will read and copy the contents of a disk written with CBM 1581 drive)
FS1541 v0.5 (Is a full-blown AmigaDOS file system, which processes the CBM 1541 disk format. The CBM 1541 floppy drive has been the standard disk drive for the C64 computer serie).
UNT64 (By Alan Inglsby - is a very small program that will convert the c64s .t64 tape images into a format that allows them to be used in the A64 package on the Amiga.
Easy 1541 v1.1.1 (is designed to provide EASY access to the Commodore 1541 drive (and compatibles) to manage old 5.25" disks formatted using standard CBM DOS 2.6 filesystem.
Sim Disk (By Eelko de Vos - First there was und64 now there is Sim Disk. This little program will be transformed into a library which can be used as a 1541 diskdrive simulator.
SYS v1.0 (This program is not an emulator but was written by a former c64 user who wanted a reset for the Amiga).

Apple II

Apple 2000 v1.3 (By Kevin Kralian) is the premier Apple][Emulator for the Amiga. At its current level it accurately emulates a 64k Apple][+ with sound. Apple II-Roms are needed.
AppleM Emulator - Demo version (This programs emulates an Apple][+ it supports all of their display modes of an Apple][+ - Primary & Secondary pages of text, Hires, lore, Mixed Sound Joystick, language card.
LoadRAM (Load Apple2000 programs into AppleM

Amiga Macintosh

AmigaAGA-ENV (is an 8 bit refresh code rewritten. Now upto 1.8 times faster than the refresh in ShapeShifter 3.1 (and 25 times faster than 3.0).
Ami Mac Tools v2.0b1 (This is an Amiga version of Mac Tools 2.0b1, Only contains the binaries).
APC Names v1.2a (is a freeware renaming utility which is useful for people who use PC disks to interchange files between Amiga (with CrossDOS) and Macintosh.
CrossMAC Demo v1.0 (This is a demo version and as such it is read only version of CrossMAC).
CyberWB-End (is an external Video driver for the Macintosh emulator ShapeShifter).
DoubleR (By Marius Groger is a simple mouse-handling enhancement for Shape Shifter).
New Icons for EMPLANT (Replaces the tired icons that come with Emplant).
EMPCD Device v1.3 (By Nicola Salmoria - This device allows the Emplant mac emulation to use a CD-ROM drive not connected to the Emplant SCSI Port).
EMPDIAG v1.0 (Hardware Diagnostics for Emplant).

Emp Icon 3 - Arkaere - (An excellent selection of replacement icons for Emplant).
Emplant's e586DX Emulation software (Newly updated features)
Fast ECS v1.2 (An updated ShapeShifter that will speed up screen refresh for most users).
Fast A-Max v2.5 (Speeds up running the A-Max ... 1 or 2 ... into a file ...

Mac ROM Test v1.0 (By Thomas Kessler is for all users of ShapeShifter who want to verify their rom-image and who want to know the exact version and subversion).
MapRZ2 v1.1 (By Christoph Niedegger - MapRZ2 The MMU is used to map the ... memory window ... and the ... memory ...

ShapeShifter ... version 3.2+ ...
Shape Shifter v3.7 (By Christian Bauer) - is a multitasking shareware ... emulator for the Amiga ... Computers ... Amiga applications without ... emulator. Can run System7 ... colour modes and runs ... like Rebel Assault.

Amiga Card (in 80486SX)
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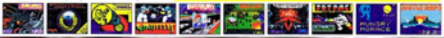
MSX
AmiMSX
MSX-2 shareware emulator. Needs a 68020 CPU ...
Amiga MSX
AMMSX
MSX-1 ...
Spectrum ZX ...

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CPE (Further Development not planned. The better alternative is A-CPC)
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PROGRAMMING + TEK

^+ V0298 - NORTHC V1.3 (AB)
The latest update on the public domain 'C' environment for the Amiga that I am aware of.

^+ V0523 - DICE C COMPILER (AB)
Contains Matthew Dillons full featured, powerful C compiler and environment system.

^+ V0786 - PASCAL
Contains everything needed to program in Pascal. Includes A68k 68000 assembler, Blink, Linking software and PCQ, a modest Pascal sub set compiler.a

^^ V1041 - DIGITAL BREAD BOARD
is a full GUI digital logic circuit simulator. Digital Breadboard currently supports 2 and 3 input etc

^+ V1056 - DEVELOPER
Contains the official Commodore developers kits for the Amiga Guide and Commodore Install utilities.

^+ V1060 - CIRCUIT BOARD DESIGN
Several terrific routines for the electronic enthusiast. Includes PCBoard, a circuit board design tool.

^+ V1209 - GNU C++ COMPILER (3) [HD]
Theses disks consists of the latest version of the GCC environment, compiler, driver, assembler, linker, header files inline code generation of library calls.

^+ V1213 - PROGRAM LANGUAGES
ACE v1.02, is a PD Amiga BASIC compiler which, in conjunction with A68K & Blink produces stand alone executable's, run time shared libraries are required.

^^ V1227 - GAD TOOLS V2.2C
A standard Amiga shared runtime library which makes it a lot quicker / easier to build standard requesters into programs. Designed with CBM's guidelines in mind.

^+ V1384 - HOW TO CODE IN C (AB)
Covers Debugging, Intuition and Graphic, Kodhtblionak, Tips & Tricks, Amiga AsmFramC, Dos Intuition, WB start, DMake, GadToolsBox and Power Source.

^+ V1430 - N.D.U.K V37 (ABCD)
Portions of the Commodore Native Developer Update Kit that can be licensed for distribution. Includes the fd files, libraries, startups, C include files, and tools

^+ V1905 - MATHS FORMULA EDIT V2.1
MathScript is a formula editor, which is used to integrate mathematical formulas into word processors or DTP programs. It has an extensive amount of mathematical and physical symbols and many control codes for creating fractions,roots, exponents.

^+ V1909 - REQCHANGE V3.6
Patches Intuition, ASL, ARP & REQ to use the Req Tools requesters instead. It also adds a couple of extra features, like an Assign Wedge, the possibility to send ARexx commands when a patched requester appears, & several options to configure how the patches behave.

^+ V1919 - MOTOROLA CROSS ASSEMBLER'S 2
Assembler's AS0,1,4,5,9,11

UTILS & POPULAR

^+ V1362 - CHECKERS TOOLBOX
Incredible Amiga diagnosis program. Runs will test on all chips, all the ports and even the disk drive! All your hardware is tested and displayed in graphical information. Every Amiga owner should have a copy! Find out what is wrong with your Amiga before going to the repairer to get it fixed. It may save you a bob or two!

^+ V1405 - VIRTUAL UTILITIES
Contains 5 utils containing everything needed for any Amiga user to make virtual memory from their hard-drive. The Amiga is fooled into thinking it has massive amounts of RAM when really it only has a small amount mapped to a file on the harddrive.

^+ V1719 - TELETEXT V2.3
View Teletext (also know as Teletekst, Videotext, Ceefax, Skytext, Supertext etc.) on your Amiga. It is suitable for any PAL Amiga (read #1 System requirements: link systems req.) for more info, because it uses the parallel port to interface with the hardware. An electronic switch is provided to easily switch between the TeleText decoder and a printer.

^^ V1335 - LIBRARIES & DATATYPES
This is a disk packed full of Amiga Workbench 3.0 Libraries and Datatypes, There's 47 Libraries from A to Z all libraries covered are right up to date and waiting to be installed. The disk also have installation notes to aid the beginners. also files in the L and Devs/DosDrivers drawers that can be copied or assigned.

^+ V1641 - SUPER KILLERS V10.0
The latest collection of virus killers like AntiCicloVir v2.2a, Virus Checker v6.43, VirusZ II v1.07, and VT v2.67, Req the use of LHA which is in the c directory.

^^ V1039 - HD INSTALLER (AB)
Bought an A1200 machine and are having trouble with your hard drive why not install it correctly.

^^ V1136 - DISKSALVE 2
Repair your hard drive with this. recommended

^+ V1326 C: COMMANDS & LIBS
The C: and LIBS disk contains over 100 commands for within the C directory. Over 20 LIBRARY's are within the LIBS directory. Use them for your disks. They can be used to spice the disk up in appearance and in usage.

^+ V0490 - MESSY SID II
once loaded will read MS Dos disks. Convert any text (asc) files on to an Amiga dos disk so that they can be loaded into any standard Word processor. The program will also convert the text back to your IBM disks.

^+ V1611 - SNOOPDOS V3.0
Log's all the dos/library calls and more when you run a program. This is handy for both the programmer and the beginner. Have you ever installed a program to your harddrive and then discovered that it will not run without a certain library but you don't know which?

^+ V1928 - VIRUS WORKSHOP V4.8
This is the one and only Virus Workshop by Markus Schmall. Now in the Version 4.8 . Test it!

^+ V0424 - ANTIFLICKER
A program to stop the Flickering when you use the Amiga in Hi res move.

^+ V1660 - TUDE V1.0
is a very extensive and easy way of degrading your machine for all sorts of purposes. It is useful for playing old game on A1200s for example which need kickstart 1.3. There is a GUI version included as well as a CLI version so most people will have no trouble using it. A highly useful tool for all Amiga owners. Good.

^+ V1523 - RELOKICK V1.41
ANOTHER(?) version of ReloKick. Galahad of Dual Crew did ReloKick 1.4, so I decided to improve on that!

^+ V1356 - NOERRORS V1.3
Its main function is to hide physical disk errors from floppy disks and hard disks, so these disks can then be used without DOS showing read/write errors.

^+ V0662 - DCOPY V3.1
Best PD copier on the Amiga. No new Features over 2 but has been updated with new code information.

^^ V1164 - (AGA) ASA FIX DISK
An entire disk full of utilities for those A1200 and A4000 owners out there who can not for the life of them get some of there favourite games or demos to work.

^^ V1360 - WB2.0 TUTORIAL
There is a lot more options open to you than just playing games. In the chapters Files Explained & Menus, attempt to explain the workings of WB2,as the manuals supplied with your Amiga.

^^ V1242 - RE ORG V3.11
is a fast disk optimizer that can be used for floppy disks and hard disks. Supports new Kickstart 2.04 features including hard and soft links and High Density drives.

^+ V0685 - APRO ASTROLOGY V3.5
Astro_22 as released is a starter program which accurately calculates the position of the planets, cusps and zodiac positions to within 30 seconds of arc. I intend to increase the usefulness of the program to eventually cover all aspects of the subject which will appeal to professional as well as novice astrologers not wishing to pay 200+ for a decent package. Updated version

^+ V0489 - AMIBASE PRO II
This is the latest database program which is an update

^+ V0627 - REPAIR IT V2.01
An essential set of tools for recovery. Disk speed reports the speed of a selected drive. DiskSalv will try to recover as much data as possible from a corrupt disk. HDTool will install the OS3 disk caching and FFS to the hard drive of a lesser operating system.

^^ V1661 - NATIONAL LOTTERY
This is a national lottery prediction program called Lottery Winner. It consists of a database system which can record the National Lottery results from week to week until it has sufficient data to make certain types of predictions or just a random guess. Good.

^+ V1679 - COP THE LOT
Lottery prediction/database which can store the previous lottery results and also select random numbers etc.

^+ V1771 - COURSE FORM
Like to put a bit of money on the horses? This utility allows you to enter the figures for the horses in a particular race, plus the course details, and then it will try to predict the winner of the race. Good.

^+ V1778 - LOTTERY CHECKER
is a great tool for checking lottery numbers. Good for office syndicates. Find 'A' Date is a database which stores and matches people up for blind dates. Sneaker is used to view and change binary files, technical users are always finding these programs useful.

^^ V1836 - MRBACKUP V2.1.4
is a hard disk backup program for the Commodore Amiga family of computers. It provides a wide range of services to support Amiga file management and backup/restore of files to/from hard disk.

^+ V1837 - DISK DOUBLING V1.96
This package allows you to create virtual partitions on your HD. Files stored in such partitions get automatically compressed and decompressed whenever you access them, in a transparent way.

^+ V1932 - X-FILES GUIDE
The X-Files Guide disk is full of very usefull information if you are interested in the x-files. It contains over 674k worth of text, ranging from episodes 1 and 2 to the x-files transcript. It also has a survey you can fill in and send off to the author of the disk.

^+ V1949 - MORE HD INSTALLERS
This disk contains the latest installers for the following games: ABASE, Arose 2, ATR, Bump 'n' Burn, Naughty-ones, Rise of the Robots, Sensible World of Soccer, Shadow Fighters, Lion King, MKII_PATIX, Parasol Stars, Rock'n'Roll, Skimarks 2, Skeleton Krew, Super Stardust, SoftBO, Trolls and Uridium 2.

^+ V1963 - VIRUS WORKSHOP V5.1
This version of Virus Workshop is as good as any of the others or even better. You can check every single file on there own or all together. If it finds a virus it will tell you what it is and exactly what to do to get rid of it.

^+ V1965 - BALLS
Balls is yet another lottery predictor program. It is actually quite good apart from the £5 fee if you want to get the registered version. It can predict random numbers or numbers from pre-entered numbers of upto 72 weeks earlier. A well presented lottery predictor. if your into all the lottery hype get this.

^^ V1969 - AQUARIUM SIMULATOR
3d Aquarium Simulator (uses MUI2.0). check it out.

^+ V1982 - SCOUT V2.1
is a tool that allows you to monitor your computer system. It displays many different things like tasks, ports, assigns, expansion boards, resident commands, interrupts, etc.

^+ V1983 - DOPUS UTILS 2
This is the second selection of utilities for use with the most popular Amiga Disk utility Directory Opus.

^+ V1997 - LOTTERY PREDICTOR
Another lottery prediction system. This latest addition has a few added advantages over the other available. For a start this one uses intuition fully so it multitasks and it uses only a small window on your workbench.

^+ V1998 - AMIGADOS GUIDE V1.5
A very handy program for those who want to learn more about Amiga DOS or those who simply want an easy reference for commands etc.. The program consists of an easy to use point and click system with a index.

^+ V1999 - COP THE LOT PRO
Yet another lottery program. This one will only generate random numbers, there is no option to actually make any sort of calculated prediction.

^+ V2000 - BACK DOOR V6.0
This is the latest version of this now quite well known game cheat database. There are cheats and tips for hundreds of different games including a lot of recent titles.

^+ V2001 - NATIONAL LOTTERY
This program is more than just a random number generator. It uses uses a special History formula with Chaos Theory to produce a more accurate prediction.

^+ V2004 - LOCKUP V4.0
is the newest version of the old utility Lockup which basically allows you to Lockup your hard drive with a password to enter and get it going again.

^+ V2005 - SHAPE SHIFTER 3.2
is a multitasking shareware Macintosh-2 emulator for the Amiga. It allows you to run mac software without additional hardware. New updated version.

^+ V2014 - MESSY SID 3.0
this is the latest version of which will read and write PC Floppy disks 720k or 1.44 if your drive can take it.

^+ V2015 - MOVIE MAKER 2.0 (AB)
have you ever wanted to create your own movie and see it flourish in the Oscars, then nows your chance.

^+ V2026 - ROUTE PLANNER
Highway trip planner. Requires MUI 2.2

^^ V2072 - VIRUS_CHECKER V8.04
Best virus killer on the Amiga to date. Updated version with bug fixes and updated virus information.

MAGIC WORKBENCH & W/B

^^ V1043 - SUPER DARK V2.1A
A screen blanker with some special features. It is similar to the After Dark screen blanker on the PC and Mac worlds. Features include a lot of different screen effects, a screen locker, and more.2

^+ V1964 - COLOUR WORKBENCH
Allows you to basically change your workbench screen to purple or whatever colour you fancy. It also changes the font from the usual workbench one to one that is really small. There are icons which allow you to change the one's you already use to some they have. They have also included some backdrops for you to use.

^+ V1968 - STAR TREK BACKGROUNDS
Heres some new backgrounds for workbench all based around the Star trek T.N.G series.

^^ V2062 - ICONOGRAPHICS V3.0
is a collection of eight colour icons for Workbench 2 and 3. All standard system icons are included, with many additional icons (PD/Shareware programs, different types of data, custom drawers, and ToolManager.

^^ V2064 - 100 USELESS PATTERNS
102 background patterns in 2, 4, 8 and 16 colors.

^^ V2069 - BREATHTAKING PATTERNS MWB
This package contains 11 photo-realistic backgrounds: Beach.png, BrickoGrey.iff, Clouds.png, Confetti.iff, Mountains.png, Pebble.iff, Storm.iff, Stucco.iff, Terrace.png, Thunder.png, Valley.png

^^ V2070 - MWB ICONS, PATTERNS
A collection of really nice MWB compatible stuff.

EMULATORS

!+ V0817 - A500 PLUS EMULATOR
Have amiga 500 and want workbench 2.0 then just install this disk onto your floppy 1.3 version of workbench or your HD for complete WB2 compatibility.

^^ V1178 - KICKSTART 3 EMU
Kickstart 1.3/3.0 emulator and decibel patch program will give you the option to have kickstart 1.3 or 3.x(as used in NEW Amigas) in your Amiga. This is much enhanced over the version that was given away free.

^+ V1336 - THE BBC EMULATOR
Contains commands to allow existing files to be transferred from a BBC with DFS by means of a serial cable.

^+ V1659 - MSDOS/AMIGADOS V2.3
This is a very interesting utility which should be useful to anyone who uses both PCs and Amigas. The tool allows you to create a directory on which you can store MSDOS commands and then they can be used through the shell as if they were AmigaDos commands. Great.

^^ V1868 - PC TASK V3.1
is the first and only software 80286 emulator for the Amiga range of computers. Transfer files between your Amiga and MSDOS. Compatible with MS Windows 3+

^^ V1931 - ZXAM v2.0
The latest Spectrum Emulator available. Basically it allows you to run Spectrum software on your Amiga. Requires the AGA chipset but does require WB3+ and a 68020 CPU or better

^^ V2059 - FRODO V2.0
is a multitasking freeware C64 emulator for the Amiga. OS2.1 & a 68020+ are required, as well as copys of the original C64 ROMs, which are not included.

OFFICE & PRINT

^+ V0575 - HOME BUSINESS PACK (6)
QED, Text editor. Text Plus 2.2E, Word Processor. AZSpell, Spell Checker & Dictionary. BBase, A Database program. DATA EASY, Another database. BizCalc, Loan calc. LCD, Calc. SPREAD, Spreadsheet. Budget, Personal Finance. UNITS, Various conversions. CLERK, Small business accounts. SUPERDUPER, FLASHERCOPY, Copier's. TYPIST, Typing Tutor. BOOTX, Virus Killer. SYSINFO, System analyser. DOSMANAGER, Directory program. FONTLIST, FONT MANAGER, Utilities. PRINT STUDIO, Printing Tools. (6 disks)

^+ V1114 - PRINT LABELS UTLS
Includes various programs like DOC DUMP v2.1, ENVELOPE PRINT v1.20, INLAY MAKER v1.4, MC MASTER v1.1, BANNER v1.0, LABEL PRINT

^+ V1279 - PRINT A CARD
Want to print a business card or any other type of card then this is the software for you.

^+ V1222 - PANASONIC STUDIO
The PanaPlus driver is a software for controlling printers with the Commodore Amiga personal computer.

^+ V1236 - INVOICE PRINTER
invoice printing that we help aid any small business.

^+ V0928 - LITTLE OFFICE
Its the all rounder do everything, all knowing, all seeing?? Well lets just say its very good.

^+ V1179 - FILE-O-FAX
was designed to enable computer operators to be able to work at their leisure without worrying about forgetting those important meetings,what they had to do on any particular day or locating business colleagues tele no's.

^+ V1467 - AWARD CONSTRUCT
A very handy tool for creating your very own awards and certificates. There are many styles, fonts and graphics to choose from, could also be used to make small posters, signs or leaflets. Easy to use and very effective.

^+ V1069 - PRINTER DRIVERS HP
Deskjet 550 colour driver, Deskjet 500, Deskjet 500c, Ricoh HP1200 400dpi, Canon LBP, Canon BJ300, BJ130, BJ10e, Canon, 48, Canon PJ 1080a, HP Paintjet.

^+ V1278 - MAIL-O-DEX
An excellent way to keep names, addresses, Phone numbers, comments etc and then print out labels loads of them in 1,2,3 and 4 columns.

^+ V1044 - FANCY PRINTING
BANNER v1.4, GRAPH PAPER v1.2, DISK PRINT

^+ V1357 - CITIZEN MANAGER
The Citizen Print Manager has been designed in conjunction with Irsesoft.

^^ V1051 - EASY CALC PLUS
is a spreadsheet designed to be both easy to use and fast. If the program looks nice, that wouldn't to be bad either. Unlike other software where the author writes the program first, then bolts on a help system, I have designed the help into the program from the beginning.

^+ V0366 - 600 BUSINESS LETTERS
Over 600 Standard business letters on this disk. Can be used as they are or insert parts into your own letters

^+ V0390 - AMIGA FOX DTP
The first amiga PD Desk Top Publishing program. Excludes various extra features over the old Word processor, Text Editor, Graphics editor and loads more.

^+ V1680 - AWARD MAKER 2
This is a very good tool for the creation and printing of Awards and certificates. There are hundreds of types to choose from then you can choose a font a border and also some of the text etc. Very good results.

^+ V1862 - INVOICE DATABASE V2
Intra is a rather simple, but therefore easy to use database program that was especially designed to deal with invoice information. Everybody, as we like it

^+ V1995 - BEGINNERS TYPING TUTOR
This is by far the best typing tutor for years I have seen on the Amiga. It is worth every single penny. It consists of two games, one is called the letter game and the other one is called the word game.

^+ V2003 - REM DATE V2.0
is a calender, reminder and filofax all in one.

^+ V2019 - TEXT ENGINE v3.0
Allows you to make your every own letters and documents then print or store then on disc.

3D & GRAPHIC

^+ V1247 - TEXTURE MAPS (ABC)
A collection of textures for use with the any program that will take high res textures.

^^ V1554 - IMAGINE BUDDY (AB)
Here's some features of the new interface: Draggable and Sizeable text and index windows - Button Gadgets for the Search and Move functions Improved Searching The text is now positioned at matching hypertext links and all matches are highlighted for visibility.

^^ V1229 - MAIN ACTOR V1.53
This is an all round animation utility that will create, playback, time and edit animations of any length or format (including graphics cards). Very good. (AB)

^^ V1811 - IMAGESTUDIO V2.0 (AB)
is written for the casual graphics user who wishes to convert or manipulate various graphics formats on a modest Amiga system.

^^ V1891 - IMAGEDESK V1.6
is a program to catalog picture directories by generating small representants of the pictures.

^+ V1907 - POVRAY RAYTRACER
Renders in a window on a public screen (even Workbench) with colour sharing, simple HAM/HAM8 support autodetects Cybergfx Screen and renders in direct Colour (15/16/24Bit) if possible.

^+ V1922 - REAL 3D V2.X OBJECTS
Objects are pretty large in size, especially the 4 cylinder engine, you might run out of memory pretty fast. My Amiga 4000/EC30 + FPU is now equipped with 10MB RAM, and I can now raytrace all of my objects.

^+ V1925 - SPACEDOCK STATION
* 1.3Mb, so you'll need a healthy chunk of memory. * No Slicing was used in modelling, to keep things as small as possible. * Space Doors open using the new States function. * Marquee of Space Door lights.

COMMS

^^ V1745 - TERM V4.2 [030]
latest version of this very well known comms terminal program. Version 4 has even more features and although it is not for beginners it is probably the best available.

^+ V0979 - NCOMM V3.0
Is a comms program based on Comm v1.34 with lots of very nice enhancements. Has new functions over v2.0

^^ V1722 - AMIGA TO PSION S3/A
is a implementation of the Psion link protocol which is e.g. built into the Psion S3/S3a ROM. It's main purpose is to provide vice versa stuffs like file access.

EDUCATION

^+ V1079 - KEYBOARD TRAINER
This program only concentrates on basic keyboard skills, and is in effect, still a Beta Version, I think you will find it a vast improvement on most so called tutors.

^+ V0793 - AMIGA BEGINNER
You asked for it! A tutorial for the beginner on using your amiga! Covers the CLI and Workbench, its great for learning about the Amiga. Also contains numerous beautiful 16 colour icons for WB v2.04.

^+ V1845 - DPAINT 4 BUDDY (AB)
Will teach you how to use Dpaint 4. It works by running along side the well known paint package providing hands on demonstrations of the various features. It is a very good way of learning a program so you want to learn DPaint then this System is one of the best ways.

^+ V1881 - AMIGATRAINER
very powerful & flexible program to learn foreign languages. You enter the words yourself, so they aren't related to any special language, school or book. every word there are 2 additions to enter.

^^ V1897 - GEOGRAPHICAL ATLAS
AmiGlobe is a geographical atlas that allows you to navigate in the world map, zooming everywhere, get country data, etc. Requires 2Mb of RAM. (AB)

MUSIC

^+ V1269 - THE OCTAMED TUTOR
Welcome to the Octamed Tutor, a simple guide through the basics of this excellent music program.

^+ V1207 - OCTASTUFF
Welcome to OctaStuff, a disk based around work with OctaMED 3 and 4.

^+ V1882 - ART OF NOISE TRACKER
NEW tracker, NO ProTracker Clone!, 8 channels, fm synthesis, drum sequencer, wave table synthesis.

TIPs, CHEATS & RELATED

^+ V1416 - EYE OF THE BEHOLDERS
This disk contains a selection of utilities and software for Eye of the Beholder II, like end of level saved game file, Eye of Beholder 2 special quests explanation, EOB2 Character Editor, Eye of the Beholder Solution, GIF pictures of all 12 levels in Eye of the Beholder.

^+ V1773 - ACTION REPLAY CHEAT
This disk has on it a text file which contains loads of codes for those people who have action replay devices. There are cheats for hundreds of games. Good.

^+ V1848 - DIY REKO
This disk has on it an Arexx macro which, when used in conjunction with ImageFX, will make reko cardsets for Klondike AGA almost automatically. Also included is a detailed Amiga Guide document explaining everything.

^+ V1468 - GAMES HD INSTALL
This disk provides you with the software needed to install certain games onto your A1200. The games that this disk can install are BodyBlows, Goal, Lemmings 2, Superfrog, and Walker. Could be very useful.

^+ V1662 - HD GAMES INSTALLER 2
Contains a variety of hard disk installer's for a few well known commercial games. These games are as follows: AlienBreed 2 AGA, Jungle Strike, Assassin (Special Edition), Body Blows, Goal, Ishar 2, Zool 2 AGA, Ruff and Tumble, Body Blows 2 AGA, StarDust, Super Frog, Walker, Rise of the Robots, Bubble and Squeak, ElfMania, Aladdin AGA and Mortal Kombat 2. Great

^+ V1885 - NEW HD INSTALL
Hard Drive Install scripts for 3 games, Beneath a steel sky Flashback King's Quest VI. New updated version (small bugs fixed from last version).

^+ V1958 - DUNGEON MAPPER V0.3
This is the first version of something called Dungeon Mapper. It will work on Workbench 2+. It allows you to design your own maps for games like Dungeons and Dragons which can be very usefull. It also has Tools on it if you boot it from Workbench.

^+ V1994 - CHEATS COMPILATION
This disk is a demo which gives you a taster of what you can have if you buy the registered version.

^+ V2041 - F1GP Ed v3.03
Formula One Grand Prix / WC Editor & F1GP-Ed non-english translation files & Track data for GPDisplay

^+ V2056 - TREK-THE GUIDE V1.6
Trek-The guide is a complete Star Trek Database. It contains a listing of all the Trek series' complete with an episode synopsis, original airdate, Director and Writer Credits and Guest stars.

VIDEO

^+ V1196 - DESKTOP VIDEO
Dot Matrix Scroller, Is a video titling program intended for use in adding scrolling captions to video's. Flood Effect loads an IFF picture and displays it with a Oflood effectO so that it floods the screen.

^^ V1156 - VIDEO TITLER
Generates professional looking TV titles and credits for your own video's.Outstanding abilities are very smooth scrolling, colour slides and usage of colour fonts.

GAMES

^+ 4434 - BLACKDAWN v2.1
3-level Dungeon Master style Alien Breed:- charge around the maze levels, shoot lots of aliens, find the lift & move on, but do it in 1st person perspective view.

^+ 4442 - SCORCHED TANKS V1.85
The awesome artillery tank game. This one contains loads of goodies like 70 weapons and 13 shield types as well as new goodies.

^+ 4451 - LAST LAP
is a car game for one or two players. It is excellent in two player mode. There are about 10+ different tracks for you to race around. Some of them are quite easy at the start but as you go on they get a lot harder. On the tracks they have these squares which if you drive over it shoots you on even faster they you are already going.

^+ 4454 - BATTLE TRUCKS
is a one or two player game in which you choose your own truck and then buy it. You can add nitros, new motors or even buy a brand new truck with your winnings from your races.

^+ 4467 - JOUSTER 3
If you haven't heard of the good old favorite, Joust, then you're a pretty young or fairly old dude. :) Anyway, this game brings Joust to the Amiga and also has improvements such as powerups, etc. You can even have a pterydactyl as a steed. For 1 or 2 players.

^+ 4468 - PATCH LEMMINGS 2 RUN FROM HD
Patch to allow Lemmings2 to run from hard drive.

^+ 4469 - CRITICAL HIT
is a highly detailed fantasy combat game, which re-creates tabletop war gaming on the Amiga (requires 1.5MB RAM). A strategic war game with excellent graphics, 3 D landscapes and a wide variety of fantasy combat figures and scenery - Campaign and map designer.

^+ 4472 - CULTURE TANK
A single screen tank combat game with up to 6 tanks, which may be human or computer controlled. Team or all-against-all modes. 3 types of weapon including missiles and flamethrowers.

^+ 4552 - H.E.R.O
A big interactive event is going to take place. We are about to release a game which we had to miss for a long time now (too long if you ask me!). Coming soon is an Amiga version of the old Activision game H.E.R.O. And that's not all. You can be a part of its release.

^+ 4555 - TRAIN DRIVER SIM V1.6
Profile chart generated in real time showing next 10 miles - Fog, in addition to Dry/Wet - visibility 100 yards, very slippery rail - Data updated and more crossovers added between Crewe and Carlisle - Key press detection improved - Now creates timings for any custom train : If, on the Startup screen, you type in a different Code from the built-in trains in the Save drawer, and then set all other parameters, and then click OK, the program will look in 'Trains' and see if a file exists for that train.

^+ 4558 - INTMERCS
Rebelstart type strategy game. Requires 2MB. For one or two players. Complete with four scenarios.

^^ 4559 - WORMS MAPS
These are a buncha maps me and my flatmates made for the amiga version of worms.

^+ 4561 - ELDRITCH V1.35
Top-view adventure hack-and-slash.

NEW DISKS

^+ V2086 - VISUAL E DEVELOPER PROFESSION
A visual develop-environment, like Visual Basic. Requires the language E. Click & drag to make your applications.

^+ V2087 - MISC DISK UTILS
A selection of disk system utilities to format bad disks, undelete files, create your own disk bootblocks, compare files, show block usage, split larger files, virtual floppy disk utility, Noise saver for floppies and hard drives and much much more.

^+ V2088 - BACK-IT-UP 5
Contains a selection of Amiga backup software for your hard drive needs. ABackup v5.11, BackMan v13.0m, DBackup v23.4MUI, Fitter, PCRestore and scdback v9

^^ V2089 - AGA EMULATOR V1.0
Emulate AGA-chipset on your Amiga.

^+ V2090 - FULL OCTAMED V5 TUTORIAL (A-D)
Is the complete OctaMED V5 Companion in Amiga-Guide Format. We have now released it as Freeware, copyright retained.

^^ V2095 - FANTASTIC WORKBENCH 2.0 (AB)
New Magic WB2.0-style collection, high quality, 81-standard size Icons, Brushs and other MWB stuff

^^ V2098 - TWISTED MAGIC WORKBENCH
Features 27 twisted AGA pictures for use with your workbench as a background. Look at it this way: instead of that boring grey screen you now get a twisted picture with a REAL FULL AGA copperlist.

^+ V2103 - PRINTER UTILS & DRIVERS
New updated printer drivers and utilities. HP_CONTROL.LHA (93K) Setup tool for HP-printer V1.65 LJ4BOOST121.LHA (45K) LaserJet4 Printer-Driver Package 1.21 PRINTERSPOOLER.LHA (82K) Printer spooler. V1.1 PSUTILS_V1R16.LHA (183K)

^^ V2104 - HDCLICK V3.0
HDClick is a program-selector/HD-menu. With HDClick, programs can be started very easily by selecting gadgets with your mouse.

^^ V2105 - BOOT & C COMMANDS
Contains various simple little utilities which can be used within your startup-sequence or from workbench. Blank the Border, Gadgets for Workbench, Bootscreens, Kickmapper, workbench sounds, system upped backs, start a program, softboot, and the best launcher for your aplications.

^^ V2106 - WINDOWS 95 TASKBAR
Contains various programs to enhance your workbench with windows 95 utilities for the Amiga.

^+ V2109 - MAD HOUSE SCREEN BLANKER V2
is a modular screen saver like others. We tried to make the main program (the 'server') more configurable and to program nice blankers - here is the result, we hope you like it! 60+ modules.

^+ V2112 - SOLVES FOR MANY ADVENTURES
This is a collection of over 100 solves, walkthrus and hints for a bunch of old adventure games - text adventures, graphic adventures and a few odds and ends.

^+ V2114 - EPSON STYLUS COLOR II DRIVER
This driver should enable you to drive both II and IIs printers upto their full resolution of 720dpi * (see later for some notes on this).

^+ V2115 - BOOT UTILITIES
BangerMenu v3.3 - Startmenu activate CAPS Lock, gfxboard-support. CpuControl106 - MMU based softkicker, replaces CPU command. DarkSound v2.5 - Changes Workbench Sounds each boot.

^+ V2116 - LIBRARY FILES
Boards v2.7 - Boards.library V 2.7 - 300 Expansion boards known. DFunc v36.7 - Multipurpose library, GUI/TXT/GFX/DISC's. Identify v4.0 - Expansions, Hardware, Alerts, Functions (V4.0). LibGuide - Biggest Guide of Amiga shared libraries.

^+ V2117 - NEW DATATYPES
akPNG43x, AkPNG-datatype V43.1 (PNG). BMP&405, Bmp picture datatype v40.5 for >= OS 3.0. DecompressorDT, Datatype for multiformat compressed files. Dirdatatype016, Directory datatype V1.6. DTypeGuide, Guide of datatypes.

^+ V2118 - XTRUDER V3.2
By Martin Wulffeld. This virus killer can detect more than 244 filevirs. Has a screen mode- and font sensitive GUI along with a comprehensive ARexx interface and locale support. Minor update!.

^+ V2119 - HP DESKJET600 PRINTER DRIVER
HP Deskjet 600 b/w 600 dpi printer driver V1.0a bug-fixed for 60000 support.

^+ V2120 - JAPANESE TEXTS EDITOR V3.0
This is a demo of JIWA, a processor for writing in japanese characters. Include Hiragana Katakana and Kanji mode through romanji input.

^+ V2121 - GIVE STARTMENU
A MWB look and style! (V2.2). Collection of brushes and icons in the MWB style for use with StartMenu v2.0. This is version 2.2 and has several enhancements: Installer script. More .bru files. Updated logo designs. New Startbutton image. New StartMenu icons.

^+ V2123 - MAGICRABBIT'S ICON COLLECT.17
Style 8 colors MagicWB icons. Also some additional stuff like, IB Navigation buttons and other fun things.

^+ V2124 - RAYLAB RAYTRACER V1.1
With this package you get: Two executables: raylab000 - for any 68k Amiga. Raylab881 - for Amigas with 020+FPU or better. The documentation (both in ascii and in AmigaGuide format).

^+ V2125 - SYSSPEED V1.01
The Speedtester, this program will run various tests on your amiga computer and give results.

^+ V2126 - OFFICIAL STAR PRINTER DRIVERS
The Star driver is a software for controlling a printer with the Commodore Amiga personal computer with the purpose of creating high quality output.

^+ V2127 - EASY-TO-USE ACCOUNTS V3.1 (AB)
An intuitive & easy-to-use accounts program, specially designed to be suitable for non-computer-users as well as experts. Features include: - Multiple accounts, with optional minimum & maximum limits.

CODE REFERENCES

^+ Works on all machines
^^ Req Workbench 2.0 or above
^^ Req Workbench 3.0 or above
(ABC) Product has ABC disk (ie. three)

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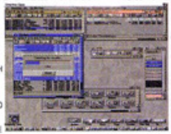
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Month In View



The Gateway to the future is open. Nick Veitch is rather over excited by some special news this month...

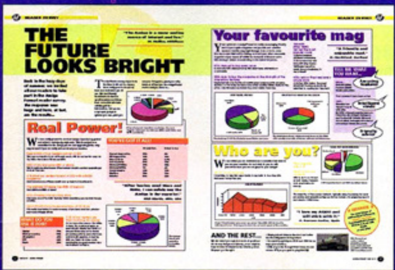
Finally, we have a winner. Would the people with the multi-million dollar PC business and a strange fetish for cows please step forward and claim their prize. For the Amiga has at last been sold. Let their be celebrations and much merrymaking.

Although we have been predicting an end to the sale, we were a little surprised that it all got sorted out quite so soon (hence the last minute sticker on the cover of the mag). But as you have come to expect from our award-winning news coverage, we managed to cram a lot of research into the small amount of time available to us. The answers to a great many of your questions (Who? How? Why?) are tackled in our extra news coverage, starting on page 10. The long wait is over. Hurrah!

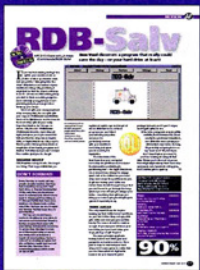
Well, although that news rather overshadows everything else we have in the issue, I think you'll find that there is plenty of exciting stuff here. We have reviews of *MakeCD 2.1*, the SX-32 Pro, *RDB-Salv*, Soft-Logik's finally completed *PageStream* and Ben has been playing around with monitors until his eyes went (more) funny.

And there is plenty to be getting on with in the Creative section this month too, with a new tutorial on *Personal Paint*, the conclusion of the *Music-X* series and more. Oh, and did I mention the results of the Reader Survey, a *Myst* preview, EA re-releases...

Nick Veitch
Editor



READER SURVEY P16
Who are you? Where are you? What sort of computer do you have? What sort do you want? The answers are all here.



RDB-SALV P67
If your hard drive's had it, this may be the one program which can save the day.



LONG TERM REVIEW P69
Neo-Luddite **Vost** repents in his long term look at *Directory Opus*.



MYST P34
One of the most successful games ever – but not on the Amiga. Until now that is! Those Canadians at clickBOOM are coding what must be a future hit.

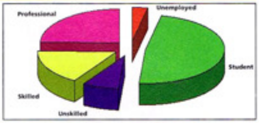


PERSONAL PAINT TUTORIAL P84
Distorted, strange, fuzzy round the edges. And that is before I did any image processing. Get to grips with *Personal Paint*.

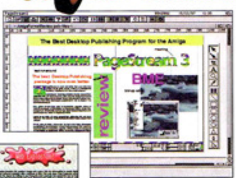
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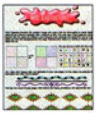








***PageStream 3* has come a long way since it was released a few years ago.**

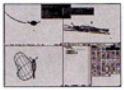


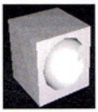














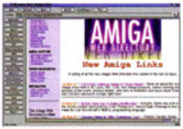




COVER STORY

Get Connected

18 **Now is the time to get on the Internet and Ben Vost shows you how.**





SCREEN TEST



26 **Ben Vost** rounds-up three great monitors ideal for use with your Amiga. Find out exactly which one suits you best.

32 PREVIEWS
There's plenty of new games to look forward to over the next few months...

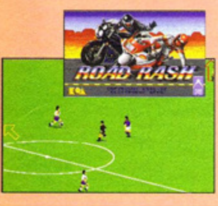




SCREENPLAY

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The best-selling PC and Mac game is coming to the Amiga.

36 ELECTRONIC EXPLOSION
Andy Smith looks at some re-releases from Electronic Arts.



38 READER GAMES
The good, the bad and the really, really ugly – **Andy Smith** has plenty to say.

42 GAMEBUSTERS
Hints and tips plus the complete solution to *Elvira.*



Coverdisks

Scala v1.1



The Amiga's most famous multimedia program – brought to you with this issue absolutely FREE!

p110

Blasted



Shoot down the enemy goblins in *Blasted,* Plus: more shoot-em-up action in *Witness* – an up-to-date *Defender* clone.

p108

CD-ROMs

Two great CDs with this issue. *AFCD13* is packed full – Loads of Internet related software, *Scala 1.1, Blasted, Witness* and *BattleDuel,* a demo of *TurboPrint 5* and loads of useful patches. PLUS: *Scene Storm* – a second CD packed full of demos from The Scene. Don't miss out...

p106 **p102**





Coverdisk Instructions
AMIGA FORMAT p109

What's up?

Direct announce new Amiga
Northampton's Direct Software launch their new machine.

HiSoft whippet out
Download faster with HiSoft Systems' new serial port.

Connect up with NetConnect
Active's easy online solution is finally released.

Get down and Party
TcP invite you all to their party in Copenhagen.

AMIGA FORMAT news

Amiga to mad cow di

Finally, less than a month after the deadline for final bids for the company, Amiga Technologies has been sold. We've all been waiting for a resolution to this saga for such a long time now, any announcement of a new owner seems incredible.



Cow-abunga! Gateway's world cow seems to be missing the UK.

But on 27th March, we received a press release from a company in America stating that they had, subject to regulatory approval, bought Amiga Technologies, lock, stock and barrel.

The company in question was not Viscorp, or even QuikPak, but one that a lot of hardcore Amiga owners might never have heard of – Gateway 2000.

GATEWAY2000 "You've got a friend in the business."®

Gateway 2000 are best known in the States, but even over here they are a major PC clone manufacturer.

In the past, the bidders for Commodore's best-kept secret have been seen to be somewhat underfunded, with even Escom finding little budget for the Amiga line. Gateway 2000, on the other hand, had revenues last year of just over $5 billion, a net income of over $250 million and sold over 1.9 million PC systems.

It has not yet been disclosed how much Gateway have paid for Amiga Technologies, although we do know that they have bought the company and all its assets including all patents, trademarks and trade names.

So far Gateway have been quiet about their intentions toward the Amiga. Will they want to develop the Amiga to make a viable alternative to the Wintel/Mac duopoly? Or do they only want the technology for a set-top box application? – they have already developed the Dimension range of big screen home PCs incorporating CD-ROM, television, fax and so on.



Rick Snyder, Chief Operating Officer and President of Gateway – the guy in charge.

All Rick Snyder, president and Chief Operating Officer, has said is: "This acquisition is good news for Gateway and customers of Amiga Technologies. It will strengthen our intellectual property position and invigorate a company that has been a pioneer in multimedia solutions and operating systems technology."

Petro Tyschtschenko, president of Amiga Technologies, will remain as president of the newly-formed arm of Gateway, Amiga International. He is very positive about the deal and commented: "Gateway 2000 will give us new life and energy for the future."

WHO ARE GATEWAY AND WHERE ARE THEY FROM?

Gateway is a company started by present CEO Ted Waitts in the family barn in 1985. Mr. Waitts comes from a family of four generations of cattlemen, hence the cow connection in all Gateway products. In the first year, with just two employees the total sales came to just about $100,000. In 1995, the company's tenth year of operation, total annual sales were over $3.6 billion dollars and the company spanned three continents with factories and salesrooms. In 1996 the turnover increased by a further $1.4 billion and the net profit was over $250,000,000. Gateway now employs more than 9,600 staff worldwide and expects to ship more than two million systems this year.





Ted Waitt, founder and CEO of Gateway 2000 together with one of his famous "cow" boxes.



The news that Gateway had bought the Amiga spread like wildfire over the world wide web.

get sease

THE FACTS

- •Escom liquidators have agreed to the sale of Amiga Technologies to Gateway 2000
- •AT will be renamed Amiga International
- •Petro Tyschtschenko will remain as president
- •He promises new Amiga products by the end of the year.



WHERE ARE THEY NOW?

QUIKPAK

The latest pretenders to the throne gracefully bowed out of the great AT contest with the following statement: "Gateway 2000 is a tremendous success story – continually scoring top marks in customer satisfaction surveys based on service, support, and product reliability. Gateway 2000 is a leader in its market, and brings to the Amiga Community a wealth of resources and knowledge.

While we are understandably disappointed that our own bid was unsuccessful, we at QuikPak remain as committed as ever to the future of the Amiga. We have devoted a large portion of our energies to developing the Amiga market and supporting the community, and we have no intention of abandoning our position now. The Gateway 2000 purchase may represent an excellent opportunity to breathe new life into the Amiga platform. We've maintained all along that we believe in the future of the Amiga, and stand by our statements.

Thank you once again for your continuing support, and we look forward to bringing you new information as it becomes available. We look forward to working with you, the user, and all our other partners in making the Amiga's future as bright as possible. And, we look forward to the opportunity of working with the newest player in the Amiga field, Gateway 2000."

VISCORP

Bill Buck has long since left the company and after the well-publicised attacks on VIScorp by Amiga luminaries like Carl Sassenrath, they have gone extremely quiet. VIScorp declined to give any comment on the new owners of Amiga Technologies.

BEWILDERED AND SUSPICIOUS?

Reaction from the Amiga industry has varied from bewilderment and elation to suspicion born from a lack of positive information for the past year or so.



"I think we're seeing a logical diversification by a large technology company here. The Amiga will be a nice sideline to their $5 billion PC clone turnover. They sound dedicated to the platform and thus far I'm convinced that they're genuine."

Jason Compton, Editor-in-chief, Amiga Report and ex-press officer for Viscorp

"HiSoft welcomes the involvement of such a highly successful and professional company and we look forward to hearing their plans for the Amiga. We will certainly continue to support and commit to the Amiga in whatever guise it appears."

David Link, MD, HiSoft Systems

"I guess you can't keep a good platform down. It does make me wonder why, if all these serious PC manufacturers snap up the Amiga technology, it failed in the first place?? Maybe this time?!"

Barry Thurston, MD, Scala UK Ltd.

"Gateway 2000's purchase of the Amiga promises to be very exciting! Already we have seen the U.S. press sit up and finally take notice of the Amiga simply because Gateway 2000 are the new owners. I believe the future will bring more than just new technology and new developments. Perhaps we'll finally start gaining proper attention and this year will mark the beginnings of a renaissance for the Amiga in the eyes of the world. The Amiga is still the leader in desktop video with hardware like the Video Toaster/Flyer, VLab-Motion, and software like our own *ImageFX* and *Aladdin 4D*, and others like *Monument Designer*, *Scala* and many more."

Kermit Woodall, Nova Design

"We appreciate the fact that with Gateway 2000 a new owner is going to take over Amiga Technologies, who can provide a strong base for a future development of the Amiga and the Amiga market. We hope that Gateway 2000 will be interested in the future of the Amiga itself as an alternative computer system. With their economic strength and market position, Gateway 2000 can start the creation of new products with a vision for the future, not being limited by short-term financial constraints. Insofar, we believe that there are big chances for the Amiga future if Gateway 2000 understands the heart and soul of the Amiga and it's users."

Wolf Dietrich, General Manager, phase 5

"We at Blittersoft are extremely pleased not only because the Amiga finally has a new owner, but also that it would seem that this new owner is a company with the capability to take the Amiga forward, as it deserves. Although the plans and aims of Gateway have not been made public, the formation of "Amiga International" would indicate good intentions. We hope now that this news will inject much needed enthusiasm and confidence not only for past and future Amiga owners, but for developers alike. There is a whole host of great possibilities ahead and the Amiga future can now be considered very bright indeed."

Paul Le Surf, MD Blittersoft



NEW TOTAL TOME

Bruce Smith Books, the publishers of the extremely popular Total! range of Amiga books are just launching a new title for the range. Total! Amiga ARexx is written by Amiga Format's own Paul Overaa and covers a whole range of ARexx topics suited to everyone from the absolute beginner to the self-avowed ARexx expert. Total! Amiga ARexx is priced at £21.99 and is available from Wizard Developments on 01322 527800.

ARTWORKS GO BACK TO BASICS

That haven of high quality clipart for DTPers, Artworks, have just launched a pack called *Basic Clips for DTP* which consists of its popular sets *'Frames, corners, strips, motifs'*, *'Badges, banners, bubbles and bursts'* and *'Signs and symbols'*, for just £25. This new pack which contains over 300 high detail clips is available in CGM, EPS, *ProDraw* and DR2D (great for *DrawStudio*), only from artworks. Contact them on 01469 588138 or email to: **artworksuk@aol.com.**

CHEAPEST AMIGA CD-ROM EVER

Amiga Format just saves you more and more money! In an offer in conjunction with Sadeness Software, you can now buy their *Utilities Experience CD* (reviewed this issue – 92%) for just £2.99! That's right, only £2.99 plus the usual charges for postage and packing. Not only that, but the excellent *AGA Experience Vol 2* is now only £9.95 and *Women of the Web* is just £19.95. Call them right now on 01263 722169

New Amigas from... Direct?

Direct Software are moving into hardware in a big way. The software guys who say they can get hold of anything, have announced that they will soon be launching what they have somewhat confusingly called a "Power Amiga". This machine doesn't use a PowerPC processor (yet), but is, in every other way, a power user's dream. It's based around an AGA machine with an '060 processor and graphics card, all in a custom-built tower case. Best of all, Direct say they will take your existing Amiga and turn it into a Power Amiga so you don't have to buy a completely new machine.

We don't have a price at the moment, but Direct assure us it will set a new precedent. The Mk1 Power Amiga will be launched at the World of Amiga show on the 17th May. If you can't be there, call Direct on 01604 722499 for further details.



Upgrade your machine to a new Power Amiga with the help of Direct Software.

Canon cut costs



There's now a Canon printer to suite everybody's needs.

Canon has just announced price cuts to its popular range of bubblejet printers. The BJC 4200 PhotoRealism printer has been reduced from £299 (ex VAT) to just £229 (ex VAT) and now comes with a choice three ink cartridges free of charge. New owners can choose a PhotoRealism cartridge (with a pack of high resolution paper), a new fluorescent colour cartridge or a new high capacity black cartridge.

Yamini Parekh, Canon (UK)'s product manager says "People are now using Bubble Jet printers for a wide variety of applications. We've designed this offer to give customers the best deal possible."

Canon have also reduced the price on their 720 dpi BJC-620 model from £379 (ex VAT) to £299 (ex VAT) and they are including a voucher for four additional cartridges.

For more information call Canon's hotline on 0121 680 8062.

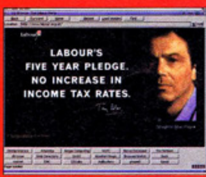
Net Corner

You can't have failed to notice that there is some sort of election activity going on. Whichever paper you buy, whatever channel you watch, there is no getting away from the plastic smiles, laughable promises and sincere, heartfelt concern for everyone who is not in an institution and is over the age of 18.

Well, the good news is that you can't escape on the net. Everyone from the Tories to the Progressive Christian Marxist Group have got a web site.

If you want to find some smarmy posed images to do evil things to, I can suggest no better place to start than **LABOUR'S HOME PAGES** <www.labour.org.uk>, where the main pledges are illustrated by huge graphics of an approachable, but concerned Mr Blair. The site uses frames, but oddly, the menu contained in the top left frame is also at the top of every page anyway, and frankly, the frame containing a graphic of a flashing logo saying Britain deserves better is just annoying. We certainly do. In the interests of fairness, we should have a go at the **CONSERVATIVE HOME PAGE** as well <www.conservative-party.org.uk>. These open up onto a well presented letter from the present Prime Minister, informing us all that every breakthrough in communications technology has taken place under a Conservative government.

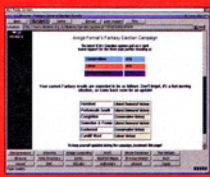
There are no frames, and



And in the Red corner, large bandwidth hogging graphics from labour...



...in the Blue corner, a simple, informative and actually well put together site...



...but in the Yellowy Orange corner, the Lib-Dems are the most interactive.

Power turn up the turbo

Power Computing, the company that offered the Amiga's first sub-£100 68030 accelerator with FPU and memory, are now offering the brand new Apollo Turbo 33 card for the A1200. This board comes fitted with a 33MHz CPU and FPU and has an 8Mb SIMM pre-fitted. The card comes with a battery backed clock, is compatible with the PCMCIA slot and can have its memory expanded to 32Mb. Best of all the price for this card with 8Mb fitted is just £139.95 and it is only available through Power Computing. Call them now on 01234 851500.

Netconnect finally launched

discount

By the time you read this, Active Software will have released its long-awaited *NetConnect* CD-ROM. With fully registered versions of *AmiTCP 4.5* dialup, *Voyager NG, AmFTP, AmIRC, MicroDot II* and an easy install script for over 80 ISPs worldwide, *NetConnect* looks set to make getting online as easy as saying "dialup connection".

As a special offer for *Amiga Format* readers, Active Software have kindly offered to give a £10 discount for anyone ordering *NetConnect* and quoting 'Amiga Format NetConnect Discount'. We will have a full review of NetConnect in next month's *Amiga Format*, but for details right now, contact Active Software on 01325 352260 or email them at **active@enterprise.net**.



Getting online has never been easier – just turn to page 18.

Get Online cheaper



The *Format* Gold-winning modem packs.

OnLine PD's monster modem bundle just got cheaper. The *Format* Gold-winning Dynamode modems (92% *AF96*) have been reduced in price to make them even better value – and you still get a 33 disk Internet and comms software set, worth £35, with any of them. The 33.6k modem has been reduced by £20 to just £109.99 and although the price for the 28.8k model hasn't changed, the 14.4 has also been reduced to £69.99 from £79.99 – an ideal and cheap introduction to comms. If you want to use these modems for faxing, for an extra £40, you can have *GPFax*, which normally retails at £49.95. For further details you can contact OnLine PD on 01704 834335 or 01704 834583.

Flat caps and fast transfer rates



HiSoft have just announced the forthcoming availability of their new product – The Whippet. Faster than a greased greyhound, the Whippet is a fully buffered external serial port for the A1200, capable of transferring data at speeds up to 400% faster than the built-in serial port. The Whippet plugs into the PCMCIA port and will work with any comms software that offers a choice of serial port destination. Transfer rates of up to 230 kbps are easily possible and an industry standard nine-pin connector is offered along with a more traditional 9 to 25-way adaptor. The Whippet will retail at £49.95. Call HiSoft on freephone 0500 223 660.

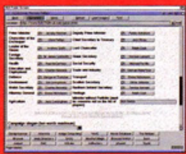
everything is accessible from a menu running down the left hand side of the page. The graphics are small, but pleasant, and there are some really good things here, like a listing of cabinet ministers, biographies of top MPs and so on. There is even a comedy section, with some amusing (and some tedious) political anecdotes. If you are wondering wether there is anything bad about this site, well, there is the manifesto...

The **NEW COMMUNIST PARTY** of Britain starts off well <www.geocities.com/CapitolHill/2853/homepage.htm>, with a striking logo, but soon degenerates into huge tracts of text, which for some reason all seems to be centred.

The site of the nations "most Wired" party, the **LIBERAL DEMOCRATS** <www.libdems.org.uk> initially appears similar to that of the Tory party. Its simple graphical icons don't strain your bandwidth, and make the various parts of the site easy to find. Even the policy pages have an intelligent search engine which allow you to pick out the things you are interested it. The Lib-Dems don't have an amusing anecdote page, but they do have an amusing game, where you can help Paddy Ashdown run his campaign, sending MPs to marginal constituencies. The winner will win a night out with the real Paddy!

If you like the idea of an election game, you could do no better than to check out the **FANTASY POLITICS GAME** <www.election-uk.com/game.shtml> and choose your own fantasy cabinet from a list of real MPs and celebrities. If the idea of having Prince Philip as Foreign Secretary, the Spice Girls as ministers for employment and Tiffany from EastEnders as Heritage Secretary appeals, then go for it.

Back to the serious stuff though. Er, the **GREEN PARTY** <www.gn.apc.org>. Apparently, this is in fact the Green Party of England and Wales. So if you live in Scotland or Ireland, apparently they don't care. Maybe those places are green enough already.



Guide your dream Cabinet to Number 10 with Fantasy Politics.

Although these pages have plenty on how to join the Manchester Airport protest, they are lacking in some ingredients – like a manifesto. They do have over 60 candidates standing though, and contact details.

If this is all too much, I strongly recommend a trip to the **NATURAL LAW PARTY** pages <www.natural-law-party.org.uk>, whose "scientifically proven" solutions to the problems the nation faces will be solved by "establishing permanent groups of experts practising Aharishi's Transcendental Meditation and TM-Sidhi programme, including the technique of Yogic Flying." Apparently.



Informative and fun, Yahoo's election site is very active.

Finally, you could try the good old Beeb <www.bbc.co.uk/election97/frameset.htm>, which also has a good list of Political party homepages (except for Sinn Fein, whose site doesn't seem to be working at the moment. Shame) or the less sombre Yahoo/Compuserve site <www.ge97.co.uk> where you can always have a dummy run on Yahoo's special UK voting booth.

Remember, with Feudalism, it was your Count that voted.

LH Publishing
showing its support for Amiga products

LH Publishing is expanding its product line. The publisher of *DrawStudio* want UK Amiga users to have better access to many software packages currently not available in this country. The new product list is quite varied, including disk tools like *DiskSalv 4* from Dave Haynie to *PageStream 3*, Soft-Logik's killer desktop publishing application.

Many of the core products now on LH Publishing's sales list are publishing orientated. *PageStream 3* is at the top of the tree priced at £125. Those looking for a cheaper package might like *PageStream 2SE*, now costing only £25. *TypeSmith 2.5.* is also being imported from Soft-Logik.

NEW FROM IAM

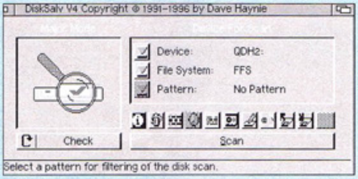
IAM, otherwise known as Intangible Assets Manufacturing, may not be that well known in the UK, but many of their products are legendary. *DiskSalv 4* (£19.99), is a tool that can be used for backing up as well as correcting disk validation errors, undeleting files and so on. Just as famous is the video, the *Deathbed Vigil*, documenting the last day at Commodore. This is now available from LH Publishing for only £12.99 in PAL VHS.

In addition to these new products, LH Publishing also distribute *Professional Page 4* and *DrawStudio*.

In an extra gesture of goodwill LH Publishing have announced that anyone ordering goods worth £20 or more will receive a free copy of their long running Amiga fanzine, *AmigaEm*. For further details LH Publishing can be contacted at 13 Gairloch Ave Bletchley • MK2 3DH Tel: +44 (0) 1908 370 230 Fax: +44 (0) 1908 640 371 email: larry@em.powernet.co.uk



PageStream – the killer desktop publishing application.



DiskSalv 4 – for just 20 quid it may prove indispensable.

Get ready to PARTY!

DGC, the Danish Group of Computerfreaks, is having a party. Not like one that you or I might host with a few friends some music and (probably) boooooze, but one on a grander scale. They are hoping for an attendance of around 600 people for their first event between the 29th June and 6th July this year.

The event is to take place in Copenhagen and will involve coding competitions throughout the week with prizes being offered and also a chance to meet coders from all over Europe.

There will be networking available and discos, showrooms, kiosks and cafeteria for those bodily needs. Sleeping arrangements aren't mentioned in the press release that *Amiga Format* received but usually involve dormitory arrangements and large rooms for groups of ten people. Best of all, TcP (The copenhagen Party) only costs 350DKR (The Kroner is valued at about 10 to the pound, so only 35 quid!) for entry and sleepover.

Tickets can be booked through the British Travel Centre on 0171 839 3952 (there is a booking fee of 45DKR) or directly through the organisers on 0045 44 92 93 77.

Scene Storm



OFFER

By now you'll have ripped the CDs off your copy of *Amiga Format* and been playing with them for a bit. But the fun's only just begun. Digital Candy, the makers of the *Scene Storm* CD are very kindly offering the chance for *Amiga Format* readers to receive three months worth of free downloads from its widely-acclaimed BBS – something that normally costs £15. Just send off the attached coupon and then get your modem out and call the Digital Candy BBS on 01889 579 854.

You will receive access to the demo scene's most popular bulletin board and get free email access, 14 online CD-ROMs and multiline access at speeds up to 33.6k.

Cut out and post to: Digital Candy • 35 Fernwood Drive Rugeley • Staffordshire • WS15 2PX

Your name: ....

Your address: ....

....

Postcode: ....

Telephone: ....

AMIGA FORMAT

Scale that ladder!

In conjunction with our Coverdisk version of the original *Scala* program, Scala are offering a copy of their latest version *MM400* and five copies of the low-end version *HT100* to the lucky winners of the following competition: All entries should be sent to: Free Scala Competition • Scala UK LTD • Mill Studios • Crane Mead Ware • Hertfordshire • SG12 9PY

The draw will take place on July 1st and winners will be notified by post and in the pages of *Amiga Format*.



So here goes....

Q1. What does Scala mean:
A. The best multimedia package this side of Alpha Centuri
B. An Opera house in Italy
C. "Ladder" in Latin

Q2. What is the maximum number of pages supported in Scala MM400?
A. 100
B. 1000
C. Unlimited

Q3. What does the "MM" stand for in MM400

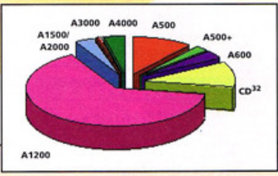
If you don't feel lucky and want to upgrade to a full copy of *Scala* anyway, Scala are offering very attractive upgrade prices from the Coverdisk version. *MM400* costs just £99 and if you just fancy *HT100*, you can get that for only £19.99.

THE FUTURE LOOKS BRIGHT

"The Amiga is a never ending source of interest and fun."
M. Mullins, Middlesex

Back in the hazy days of summer, we invited all our readers to take part in the Amiga Format reader survey. The response was huge and here, at last, are the results...

The fact that so many of you took the time to fill out the survey form really goes to show how keen and dedicated you all are. We had literally thousands of returned questionnaires and it has been a considerable task collating all the information. But we can now reveal just what systems you own, what you use your Amigas for, what you really think of *AF* and who the *Amiga Format* reader really is. Read on...



Many of you own more than one Amiga. The most common crossovers are between A500s and A1200s, and CD[32]s and A1200s.

Real Power!

We were really pleased to see how many of you had upgraded and added a variety of peripherals. This shows just how committed to the Amiga you are and upgrading is the only way forward if you are really serious about your machine.

Nearly 84% of our readers own an A1200
This was no surprise to us – although we do still do our best to cater for the 14% of you who still use an A500.

89% of you are using WB3 or above
This is really excellent news. Other owners should consider upgrading as soon as they can.

A third of our readers have an A1200 with a 68030 accelerator
And I'm sure none of them would ever go back to life without it.

The average *AF* reader has 6Mb of memory
And 33% have 8Mb or more!

87% of readers have a hard drive
If you are one of the 13% that don't it is something you should strongly consider.

Almost half of you have some form of CD drive
It is really heartening to see how many of you have monitors, printers and second floppy drives.

WHAT DO YOU USE IT FOR?

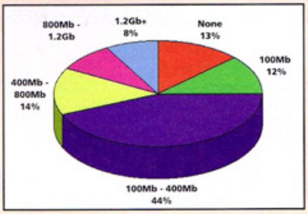
Games	71%
Word processing	64%
3D graphics	36%
DTP	33%
Music	30%

71% of our readers use their machines for games
As we suspected, many of you like to have the occasional game on your old pal. Nearly two-thirds of you perform some sort of word-processing activity, and a third are well into 3D graphics. A healthy 20% use theirs for video work, matched by an equal number who run business software.

YOU'VE GOT IT ALL!

	Already Own	Intend to buy
Second floppy drive	76%	6%
HD floppy drive	18%	16%
Mono printer	36%	0.5%
Colour printer	51%	11%
Modem (14.4K+)	21%	18%
Modem (<9600)	1%	3%
Sound sampler	34%	10%
Digitiser	15%	17%
Monitor	51%	22%

"After having used Macs and IBMs, I can safely say the Amiga is far superior."
Rick Martin, Ohio, USA



The average size of your hard drive is a healthy 500Mb.

Your favourite mag

Your opinions of *Amiga Format* are really encouraging. Nearly half of you buy the magazine every month and a similar number read the mag right through from cover to cover. You can be sure that we'll be taking on board your other comments. A quarter of you found *AF* a little too technical at times so we're introducing a feature concentrating on the basics very soon.

47% claimed to buy every issue

In fact only 17% claimed to buy this great tome only rarely or occasionally.

56% claim to buy the magazine on the strength of the interesting features

Nearly half also say that the Coverdisk plays a major part in a buying decision, so it is lucky we have some rather excellent disks. Sadly for the arties, only 4% reckon an interesting cover makes them buy.

Issue 84 (May 1996) carried the most popular cover

A Zardoz inspired *Lightwave* rendering. A close runner up was issue 88's (September 1996) giant question mark. Are we beginning to see a trend?

45% reckon they read every single word

A further 46% reckon they read almost all the mag and nobody admitted to reading less than half.

"A friendly and enjoyable read."

D. Hardoland, Scotland

TELL ME WHAT YOU WANT...

More...
Reviews (56%)
Features (53%)
Workbench (44%)

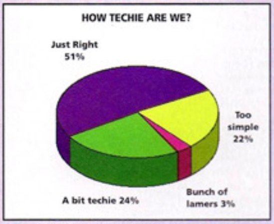
Your comments have been noted.

Less...
GameBusters topped the poll with 26%.
But 31% of people wanted more, so it must be about right. Amiga.net and the *Real 3D* tutorial followed close behind, but again with similar percentages demanding more.

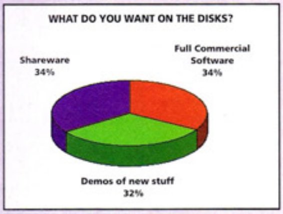
Amusing features

Intelligent views

Friendly advice



The chart says it all. We aim to be accessible to everyone.



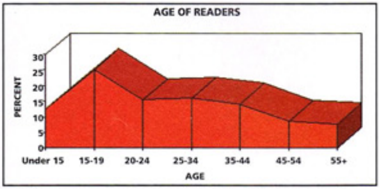
The chart above shows what you want to see on the disks with a pretty even ratio of demos, software and Shareware.

Who are you?

We know that you are dedicated and committed but what do you use your machine for and what do you do with yourselves when you are not glued to your Amiga?

99.5% of you are male

I'd just like to take this opportunity to say hello to the other .5%. We haven't forgotten you.

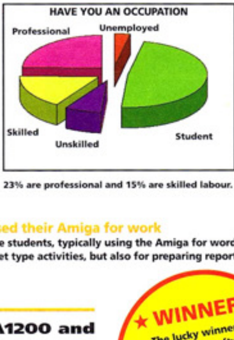


Amiga Format readers span every age group – from kids still at school to retired pensioners – it just goes to show the universal appeal of the machine.

Your average age is 28

Most of you are students

46% in fact – so it's just as well *Amiga Format* is such great value for money.



23% are professional and 15% are skilled labour.

36% claimed they used their Amiga for work

The majority of these were students, typically using the Amiga for word processing and spreadsheet type activities, but also for preparing reports and whatnot. Well done.

"I love my A1200 and will stick with it."

A. Serrano Jordan, Spain

★ WINNER ★
The lucky winner of £200 worth of software is: Stephen Strudwick from Heathfield in Sussex. We'll be in touch with details of your prize!

AND THE REST...

We also asked you a whole bunch of questions about new Amigas and Viscorp, some of which have become irrelevant in the interim period. However you thought:

- Having a hard drive as standard and better functionality was most important.
- You would pay between £500 and £750 for an improved machine.
- 33% of you also thought that Ocean should release *TFX*, as you want to play it NOW!



TFX: We received endless letters protesting and it seems that a third of you still want *TFX*. But will Ocean listen now?

Get Connected

The Internet is the buzz word of the nineties and if you want to keep up it's time to get online. **Ben Vost** has all the information you need to get you connected...

The Internet has changed immeasurably since most people heard of it in the early '90s. In those days, if you wanted to get online, you had little choice in ISP, you had little choice in software provided and you had little to do once you were actually connected.

Fortunately, everything has changed since then. Nowadays it's probably easier to get online than it is to reformat your hard drive – and we know you do a lot of that. Not only is it easier to get online, but there's also more to do there once you get to "cyberspace/the information superhighway". For a start, anyone online in 1992 would have looked very oddly at you if you were to mention the web, robots or Java: they'd probably think you were discussing some sort of artificial arachnid with a caffeine problem. It's still true that Amiga owners will look oddly at you if you mention Java, but all that is set to change this year with at least three projects devoted to porting the cross-platform language to the Amiga.

Share a fag with her virtual Majesty on the official Royal Family web site. The address is: http://www.royal.gov.uk/



A HISTORY LESSON

The Internet as we know it today is actually the outgrowth of a top secret military project started at the height of the Cold War. It was assumed that nuclear weapons would be flying around and the most important thing was to keep communication channels open. The origin of the Internet was a network called ARPAnet which was designed to support military research. The idea was to link this network with others that the military ran, but in such a way that if part of the combined networks was blown up, messages to and from other parts of the networks would still get through. Previously, computer networks operated in a very rigid manner which meant that if one machine in the network was lost, so was the whole network. TCP/IP was born.

TCP/IP works on the basis that the network it is being run on is definitely unreliable. It gets around that fact by enclosing each packet of information that is sent in an "envelope". Each computer in the network can read the address information contained in the envelope and then pass the packets on in the best way possible.

In this respect the Internet really does work like a huge post office system, where mail will get sent by rail or road or plane, depending on what is available, and then passed to individual carriers to deliver. As long as the envelope is properly addressed, the mail will get through no matter what, even if it takes a while.

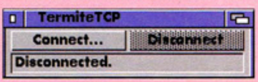
With this kind of power, it is no wonder that big companies, institutions and universities all clamoured to connect up to the

GETTING ONLINE WITH NET&WEB2

HiSoft 0500 223 660
Cost: £169 with 33.6k modem, other options available.

Net&Web2 consists of *IBrowse 1.1*, the excellent *First Steps: Surfin'* book and *Termite TCP*. It's a very nice package that gives you the tools you need to get online and deal with mail, FTP, the Web and even Telnet. While *TTCP* isn't quite as user-friendly as *Miami*, it doesn't use MUI and is still very easy to set up. The installation process shown here took about two minutes without the calls to the ISP.

1 Once you've installed *Termite TCP*, load it up and you are presented with this window. Before you fiddle around, it's a good idea to call up your ISP and ask them for a few details. For *Termite TCP* to work you'll need to get a DNS IP address (DNS stands for Domain Name Server and it's a computer that translates all those icky 123.456.34.234 numbers into proper words. Of course, you need to type in an IP address like this to get to a DNS server in the first place!). You'll also want to check what Netmask your ISP is using. This will almost certainly be the default 255.255.255.0 that *Termite* uses, but it's worth checking. Lastly, you'll need to check out your modem settings. You can usually get away with just having ATZ or AT&F for the modem initialisation script, but *TTCP* doesn't have any modem lists like *Miami* to fine tune your modem. (Having said that, the Enterprise modem shipped with *Net&Web2* doesn't appear on *Miami*'s list either – it still seems to work with the settings for the Speedcom modem however.).



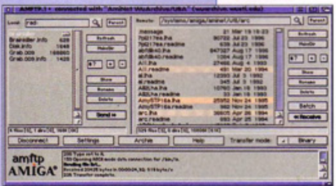
2 This is where you'll enter those modem settings and the phone number for your ISP. If you are using a Surf Squirrel or a Multiface card, you'll want to enter the appropriate device in the serial device box (unit numbers



The Amiga Web Directory is a daily starting point if you want to know what's going on in the Amiga World. Point your browser at: http://www.cucug.org/amiga.html

expanding ARPAnet over the course of the seventies and eighties.

At the present moment in time it is very difficult to even estimate how many computers are connected to the internet but there are figures that suggest that the number is in the region of 50,000,000 and growing all the time.



Once you know about new software you need something to go and get it with. *AmFTP* is the best FTP client for the Amiga and is available from http://www.vapor.com

EASY ACCESS

So just how easy can it be to get online with the Amiga? In the bad old days, when the favoured TCP/IP stack for the Amiga was called KA9Q or AmigaNOS, it was best if you had a helping hand to ease you into it, and even then you needed to be proficient in Shell use to be able to do much. The only net programs were ports of hoary old Unix greats like *Elm* and *Tin* and there were no web browsers.

Now, in the brand new sparkly late nineties, you have a much wider choice. There is just one limitation – MUI. Nearly all net programs use MUI to create their interfaces and although there are non-MUI programs for FTP, IRC and the Web, they tend not to be as good as their MUI-based counterparts. Although I've put this forward as a limitation, all it really means is that you'll need a decent Amiga so that MUI doesn't drag your machine's performance down. A decent machine in this instance would be a minimum of an Amiga 1200 with a hard drive and some fast RAM – not too taxing, eh?

HELPING HANDS

Once you're online (and you can take a look at our handy guides for getting online with the three main contenders), what can you do? It all seems so overwhelming when you first start and a lot of people tend to look down their noses at beginners, probably because they had to go through the same derision when they first started. Never mind this vocal minority and just be polite and explain that you are a "newbie" and you'll find plenty of people willing to step forward to give you a hand, especially Amiga net people who seem particularly helpful.

There have already been plenty of guides to being polite online and I'm sure that you can search through that

JARGON BUSTERS

FTP: File Transfer Protocol. The system you use to get files.

ISP: Internet Service Provider.

DNS: Domain Name Server. Translates numeric Internet addresses (like 158.152.23.5) into more human-friendly text addresses (like subway.demon.co.uk).

VPoP: Virtual Point of Presence, a phone number you can dial (usually local rate) to connect you to your ISP.

PPP: Point-to-Point Protocol. The way your machine communicates with your ISP's machine.

MIME: Multimedia Internet Mail Extensions. An easy and standard way of attaching files to your emails, which, traditionally, are only plain text.

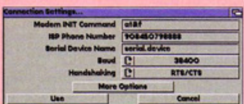
IRC: Internet Relay Chat. IRC is a great way of bumping up your phone bills. It's a text-only chat system where you type to people across the world.

URL: Universal Resource Locator. The way web (and sometimes FTP) addresses are presented.

HTML: HyperText Markup Language. The scripting language that is used to lay out web pages.

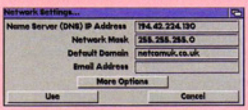
FAQ: Frequently Asked Questions (list). Before asking a question of someone on the net, it's best to check that it hasn't been asked (and answered) many times before.

TTFN: Ta Ta For Now. (I think this one is fairly self-explanatory.)



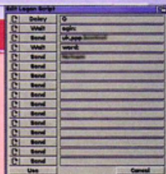
become available if you hit the "More Options" button). The only reason that a 9 appears in our phone number is so I can get past the Future switchboard – you don't need it.

3 Remember those DNS and Netmask numbers I asked you to get. Well, now you enter them in these boxes. A lot of ISPs use more than one DNS server and you can add an alternative DNS server if you click on the "More Options" button. The default domain also needs to be entered. If you are using an ISP of the kind that



gives you a user@isp.co.uk type address, your default domain will be isp.co.uk. If on the other hand you have a user@hostname.isp.co.uk type address, you will still need to use isp.co.uk here. Lastly, fill in your email address as given you by your ISP.

4 Once you've entered all the pertinent details, you should choose the "Record Login Script..." function and *TTCP* will link up to your ISP and wait for you to enter things like your login name and password. Once you see a message saying "PPP initialisation complete" (or something similar) you can disconnect. The Login script window shown will then appear and you can check the details for yourself. If they're all OK, you can hit the Use button and save your settings. You've just completely set up *Termite TCP* for use on the net.



ARE YOU BEING SERVED?

Internet Service Providers are two a penny in the UK now, but when push comes to shove you are going to want an ISP that can support you, the Amiga owner and these are fewer and further between. In the experience of the *Amiga Format* team, these are the ones to go for:

ISP	STARTUP COST	MONTHLY COST	WEBSPACE?	EMAIL ADDRESSES	PHONE	WEBSITE
Demon Internet	£14.69	£11.75	Yes – 5Mb	unlimited	0181 371 1234	www.demon.net
Netcom	None (first month only £5.95)	£14.95	Yes – 2Mb	4	01344 395600	www.netcomuk.co.uk
Wirenet	£14	Only available as a yearly sub for £115	Yes – 5Mb	unlimited	01925 496482	http://www.personal.u-net.com/~wirenet/

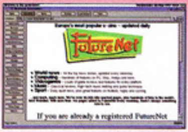
enormous pile of *Amiga Format* back issues or read through the *First Steps Amiga Surfin'* book you got with your *Net&Web 2* bundle for more information, but the main points are as follows:

@ Always check to see if there is a FAQ (Frequently Asked Questions list).

@ NEVER USE UPPER CASE FOR TYPING EMAIL OR NEWS, it's rude and looks like you're shouting.

@ If you use a signature on your emails, make sure it is four lines or less in length.

Likewise, if you're looking for a guide to HTML, then reference any of the many tutorials we have run in *Amiga Format* and *Amiga Shopper* in the past, get hold of a book, or take note of the splendid tutorial that Mike Smith gives on our *AFCD*.



FutureNet is apparently one of Europe's busiest websites. You can visit it to find out info from the *Amiga Format* pages.
http://www.futurenet.co.uk

IT'S GOOD TO TALK

We talk about the net a lot in *Amiga Format*. For the same reason that people talked about the telephone in the 1920s, or invited their friends in to look at their new TV set in the fifties.

It's exciting to be able to communicate with people on the other side of the world while sitting at your desk at home. It's good to have the power to publish and say exactly what you want, and to find people who agree with you (or not, the arguments can be as interesting as the praise) and it's good to escape the "corporate" attitude of commercial considerations in the mainstream media. OK, you might not want to download every single new bit of software going, you might find 90 per cent of the websites out there tedious in the extreme (and a lot of them are), but it's all made worthwhile by those sites that you'll end up going back to time and time again and by the fact that if there is software that you want you can get it immediately (and even talk to the author if you don't understand something).

Get online, in this age of technology it's something you can't afford not to do.

If you go online you can even have a go at creating a web page of your own...

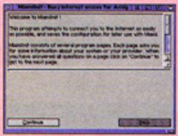


GETTING ONLINE WITH MIAMI

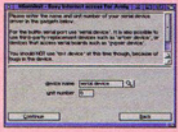
AFCD13:- In_the_mag-/Internet/Miami20g/
Aminet: comm/tcp/miami20g.lha
Cost: $35 from Holger Kruse

***Miami* is, without doubt, the nicest bit of software for connecting to the net that I have ever seen on any platform. It is so easy to get to grips with, this step-by-step guide is almost redundant, but then you wouldn't believe me – you need to see it for yourself. First things first though – if you want Miami to work you'll need a recent version of MUI already installed on your system.**

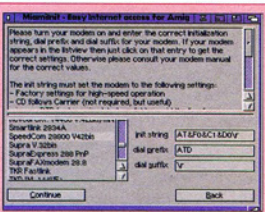
1 **Once you've sorted out your net account with your ISP, plugged in your modem and installed *Miami*, you should run *MiamiInit*. It brings up this pleasant welcome window. Notice the Continue and Back buttons. These let you change your mind at every step through the setup process, a nice touch.**



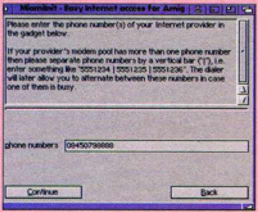
2 **Unless you have a MultiFace or I/O Extender card in your machine, or you're using a Surf Squirrel, the default settings shown will be enough. If you're not sure what serial device your modem is plugged into, you can select devices through the gadget and try different numbers for the unit starting at 0.**



3 **Next you need to set up your modem. The only problem comes if you don't see it in the comprehensive list on the left-hand side of the window. Even if you don't see it, it's worth looking for a related modem, maybe one made by the same manufacturer will be listed. As a last resort, you might need to resort to typing in the appropriate AT commands, but it's unlikely this will happen.**



4 **This bit's easy too. All you need type here is the telephone number you've been given by your Internet Service Provider. These days, it seems that most are using VPoPs (ha! More jargon! There's loads of it, but don't worry) which will mean you will be using an 0345 or 0845-type number.**



WHAT CAN I DO ONCE I'M ONLINE?

EMAIL

Probably the most important online service is email. At *Amiga Format* we use it every day, receiving as many as 50 mails a day both from within Future and from the Internet at large. Email is cheaper than sending a letter, talking on the phone or sending a fax and can carry a lot more information including programs, pictures or sounds.

You can find some of the mail packages we recommend on the CD. *Elm* is a traditional Unix mail package port that is somewhat difficult and old-fashioned, but very powerful, while *YAM* and *Metatool* are modern MUI-based programs with all sorts of nifty features. It's worth your while to try as many as possible before settling on one exclusively, just so you can find what features you particularly want.

NEWS

The Amiga isn't doing as well for newsreaders as it is for email packages at the moment. There is *Tin*, but like *Elm* it's a bit of a bugger to install and get running. You might be better off with a combined mail/news reader like *Thor* or the forthcoming *MicroDot II* from Olli Wagner, author of *Voyager*.

Just as this piece was being laid out a new contender was uploaded to Aminet called *FFNews*. This is a MUI newsreader that look like it's going to be very popular since it's easy to configure, fully featured and very powerful with handy things like kill files and filtering for those annoying "MAKE MONEY FAST!" articles.

FTP

On the other hand, the Amiga has the best FTP client for any platform in *AmFTP*, by Matthias Mischler. Since *AmFTP* is a MUI program it looks good and is very easy to set up. At the time of writing this article there are plenty of other FTP clients to choose from, but none of them are worth a second look when compared with *AmFTP*.





Aminet's ADT server is unique among file libraries. It gives you an interface which shows the files that were uploaded the previous day, so you don't have to pick through all the directories.

WEB

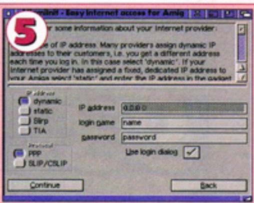
There are three choices for browsing the web on the Amiga at the moment – *IBrowse*, *Voyager* and *AWeb*. *AWeb*'s sole "advantage" over the other two is that it shuns MUI like a rabid dog shuns water. The latest version does handle a lot of HTML tags and also has frames support which extends to asking the user which frame they would like to view.

Voyager is another good choice. For a lot of things it is a fine browser, but the current release doesn't yet support as many tags as it should and sometimes tables and other tags are formatted oddly. However, its preferences editor is well laid out and easy to understand and find things in, an attribute that would be well emulated by other browser authors.

Finally, the cream of the crop, reviewed elsewhere on these pages – *IBrowse*. Its frames support and speed of use mean that it is the best web browser for use on the Amiga at time of writing. Given the speed of change on the Internet, chances are only fair that it still will be by the time you read this!

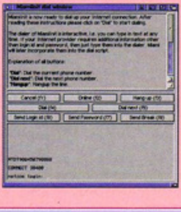
IRC AND TELNET

Although there is less and less call for Telnet as a service on the Internet thanks to the Web and dedicated IRC and MUD clients, it's still a handy thing to have. Fortunately, most TCP/IP packages come with some sort of Telnet client built-in as part of the installation. IRC again provides Amiga owners with an opportunity to outshine other platforms in the shape of *AmIRC*, another Olli Wagner production.

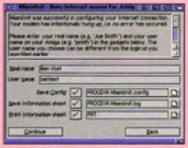


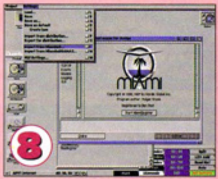
Now we're getting technical! For most ISPs these days, you'll be able to leave your IP address as dynamic. If it's fixed, your ISP will have given you a number when you signed up. The number will look something like this: 123.345.244.12. If that's the case, click on Static and enter that number in the top box on the right. For protocol, it's unlikely that you won't be using PPP and your ISP will tell you if that's the case. All you will usually need to fill in are the login name and password boxes. You will have been given a hostname (which will be your login name) and chosen a password when you talked to your ISP.

6 This is the bit where *MiamiInit* checks what you've input. It takes your data and uses it to ring up your ISP. The only interaction required of you is to click on the buttons labelled "Send Login ID" and "Send Password" and that will almost certainly be all. For some reason Netcom don't use a standard format for logging in so you'll need to preface your login ID with "uk,ppp," and then type the login name manually directly after that. Don't worry, you don't have to do this every time you want to get online. Part of the reason that *MiamiInit* rings up your ISP is to train the dialler script for your requirements. Once *MiamiInit* has successfully connected with your ISP, it will hang up and move on to the next bit.



7 Nearly there now. This window will appear once the dialler has done its stuff. All you need do here is type in the real name you want to use on the net and check which options you want output. If you don't have a printer attached to your machine, make sure you uncheck the printer output at the bottom otherwise you'll be waiting for ages while the Amiga goes off to try and find that non-existent inkjet. Other than that, don't change anything.





Last stop. You can now load up the proper *Miami* program itself and load your *MiamiInit* settings through the menu option shown. Although the whole setup of *Miami* should take you less than five minutes, this doesn't mean that *Miami* is in any way lacking. There are a lot of options that you might never look at but if you ever decide to set up FTP or HTTP servers it's good to know that *Miami* is as fully-featured as it is easy to use.

IBrowse 1.1

There were a fair few raised when this program first arrived but what do we think now? Ben Vost has the answers...

When *IBrowse* was first announced back in the middle of 1995 we all chuckled at the name and waited for something usable to appear. *IBrowse* is now the most feature-laden of all Amiga browsers and still manages to cruise the web at a very respectable speed, notwithstanding its MUI interface.

The most impressive new feature and the one that Amiga browsers have been lacking to date is the addition of frame support. Now, not everyone likes frames, rightly pointing out that they make a web site slower and more awkward to navigate, but it remains that without frames support (which you can turn off if you like), there are a great many websites to which an Amiga owner has no access.

SPEED DAEMON

Even with the fact that *IBrowse* uses MUI for its interface, which makes it less suitable for bottom of the range Amigas than, say, *AWeb*, it is still remarkably fast, even for frame-based sites. Unfortunately for Amigas that have to rely on chip RAM for image viewing (i.e. those without graphics cards), this quite often means that a page with lots of pictures will lose them when you go to a different page and then return. Still, loading the images again from the cache is faster than having to download them again.

SMALL IS GOOD

IBrowse now also includes support for some client pull commands including <meta http-equiv=refresh> for those title pages that have no buttons on them but which automatically send you onto the next page. These are big and obvious features. Where *IBrowse* has really improved is in the smaller things that really matter. For instance, the internal dithering of images on a palette-based screen is a great improvement, meaning that AGA surfers need no longer run on a memory-hogging and slow 256-colour screen – a 64-colour one is much faster and not half bad looking.

This dithering only works on images that are decoded internally, GIF and JPEG, so your PNG images will still be banded with colour unless you are running on a 24-bit screen. But that's not all. The way URLs now work is much improved and you can actually drag 'n' drop links directly off the web page into your hotlist, across to another browser window or into a fastlink button definition. It would be nice if these URLs could also be dumped into *IBrowse*'s internal Mailer, but then you always have the option of copying a URL to the clipboard.





LOOKING FORWARD

This version of *IBrowse* is an interim free upgrade. Even though it offers pretty major features such as frames, it is only a step towards *IBrowse v2* which will, it is hoped, include support for things such as secure socket layers (for safely giving confidential info over the web) and even JavaScript. JavaScript is one of the main internal benefits that browsers on other platforms have and its inclusion can only help the Amiga as a surfing platform. Version 2 of *IBrowse* will also, hopefully, take more leaves out of *NetScape*'s book by adding internal mail and news services (but leaving out the section that says the program needs to be nearly 10Mb in size).

In short, *IBrowse* is, without doubt, the premier web browsing application for the Amiga. Others are trying to catch up, but they all fall a fair way behind the ease of use and features that *IBrowse* currently offers.

AMIGA FORMAT GOLD

DISTRIBUTOR: HiSoft 0500 223660
PRICE: £29.95 but look out for *Net&Web* and other bundles. Upgrade: Free of charge on http://www.hisoft.co.uk
REQUIREMENTS: MUI, 2Mb chip and a hard drive.

SPEED: About as fast as a MUI browser can be.	●●●●○
ACCESSIBILITY: Nothing to it.	●●●●●
FEATURES: Frames is the biggest new addition.	●●●●○
VALUE: Can't be beaten.	●●●●●

OVERALL VERDICT:
I'm so looking forward to version 2.

93%

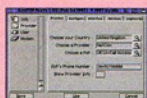
GETTING ONLINE WITH NETCONNECT

Active Software: 01325 352260
Cost: £59.95 but Active are also doing packs with modems

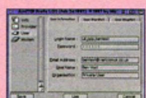
***NetConnect* is the new kid on the block. In essence it is a collection of Shareware programs linked into a special version of *AmiTCP* in order to give you a seamless and easy way to get online. *NetConnect* comes with a web browser, email package, FTP client and pretty much everything else you'll need. It installs simply using the Commodore installer program and doesn't ask you any tricky questions.**

1 **At the end of the installation process you'll be presented with this *AmiTCP* configuration window. Earlier you will have been asked what country's ISPs you want installing and now all you need do is pick your ISP out of the list you have installed.**

This is as easy as clicking on the gadgets to the right of the text boxes, apart from that *NetConnect* pretty much sorts everything else out. You won't need to find out what the DNS servers are or find out how to set up a proxy for your web access.



2 **Next click on the User page and enter your login name (remember, if you are using Netcom you have to put their odd way of logging-in in your login name field). Enter your real name (I'm sure I wrote mine down on a bit of paper somewhere) and the email address that your ISP will have given you.**



AirMail

A new MUI-based MIME email package, and this time it's commercial!

Email packages on the Amiga are quite common now, you have plenty of options to choose between. This one's a bit different in that it is the first Amiga email package to go commercial. That doesn't really alter its status – you can still download the demo version from Aminet, and you can still register it like you would an ordinary Shareware application, but it does mean that you might also be able to buy it from your local dealer.



AirMail's forms are a nice touch, but

AirMail is a fairly comprehensive MIME mail package. If you're unfamiliar with the concept of MIME, which stands for Multimedia Internet Mail Extensions, you'll be pleased to know that it is quite transparent to both the sender and receiver of emails (as long as both are running MIME mail packages), it just gives you the opportunity to attach any kind of file to your email and have it automatically decoded and saved or viewed at the other end.

CUSTOM FORMS

AirMail adds a new twist to MIME with its custom message forms. These are usually found in internal Mac and PC mail packages at big companies and can be used for different kinds of memos. The *AirMail* documentation I received with the software doesn't tell you how to create your own forms, but it does come with the usual "Aaargh!" and "Memo" kind of thing. These forms can only be viewed by other *Airmail* users – people who use other mail packages will just receive a standard-looking email, but it's a nice addition and one which I suspect will be much-used as *AirMail* gains in popularity.

But message forms in email are an inconsequential cosmetic touch. What about the package's real features? *AirMail* is quite well-equipped to deal with POP3 mail, the protocol that most ISPs support. It also handles SMTP mail for both outgoing and incoming messages and is easy to configure.

Whether *AirMail* is worth the money at the moment is a matter of personal preference. Personally, I would like to see a proper manual detailing the creation of forms and a few more of them. Other than that, this is another superb piece of Amiga net software.

SO HOW MUCH WILL IT COST?

Although Internet access is quite cheap, it will cost you at least £10 per month. In addition to your connection fees to your ISP which will range between £8 and £17 per month including VAT, you'll also have your phone bill to contend with (or someone else will if you live with your parents). The most important thing to bear in mind is that once the initial novelty has worn off, you should only go online after 6pm during the week or at any time over the weekend. Nearly every single ISP offers local access so call charges for these times should be 2p per minute for weekdays and 1p per minute for the weekend on BT, and if you are lucky enough to be on cable and have a local dialup access number this can be as little as 0p per minute depending on your cable operator. Getting email doesn't take long on the phone, and downloading stuff from an FTP site can be swift. At 33.6k you should be able to download a megabyte of material within six minutes depending on your connection. The real phone bill eaters are the web, news and IRC/MUDs. Make sure you pay attention to how long you are online for these services because it can slip by rapidly as you type or browse. Even so, given a daily access to retrieve any new email and a quick look at the Amiga Web Directory for the latest news, your phone bill should only go up by a couple of quid a month.

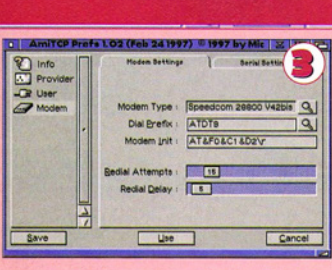
DISTRIBUTOR: Toysoft (toysoft@spots.ab.ca)
PRICE: $35
REQUIREMENTS: MUI 3.8

SPEED: ●●●●○
Very fast at retrieving your email
ACCESSIBILITY: ●●●●○
Only needs standard Internet-type knowledge to get up and running.
FEATURES: ●●●●○
The Forms feature is unique.
VALUE: ●●●○○
Very good – if there's a decent manual.

OVERALL VERDICT:
Already pretty good, but I'd like to see more.

70%

AMFTP.1 • connected with "AmiNet WuArchive/USA" (wuarchive.wustl.edu)



3 Lastly, just click on the modem settings page and choose the modem you are using from the list offered. If you can't find it here, you can always click on the Generic model or another modem you know shares the same chipset. If you are using another serial port, you'll need to go to the Serial Settings tab.

4 Double click on the *NetConnect* icon and this dock will appear. Clicking on the left most button will connect you to your service provider and the button will change to show you plugged in (as we are). The *NetConnect* interface is customisable and you can add new buttons and menus to it to suit your tastes. As it stands it all works straight "out of the box", which is great for newcomers.



Parent
Refresh
MakeDir
Show
Rename
Delete
Batch
Receive
Binary

amftp AMIGA®

200 Type set to A.
150 Opening ASCII mode data connection for /bin/ls.
Reading file list...
Received 20425 bytes in 00:00:24,92; 819 byte/s



Weird Science
Weird Science Ltd. 1 Rowlandson Close, Leicester, Leicestershire. LE4 2SE
Tel. +44 (0)116 234 0682 Fax. +44 (0)116 235 0045
email. sales@weirdscience.co.uk or tech@weirdscience.co.uk
NEW WWW SITE NOW OPEN AT
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£34.99
NEW
Aminet Set 4, dated January 1997, consists of 4 gigabytes of software in 9,000 archives. Including the full versions of Directory Opus 5.11. With 95 megs Utilities, 79 megs Documents, 408 megs Text Software, 12 megs Disk/HD Tools, 7 megs Hardware related, 756 megs Pictures & Animations, 208 megs Graphics software, 394 megs Graphics & Sound Demos, 563 megs Games, 685 megs Music modules, 28 megs Music software, 131 megs Communications and more. Aminet Set 3, dated July 1996, consists of 4 gigabytes of software in 9,000 archives. Including the full versions of Imagine 4.0, XiPaint 3.2, Octamed 5.0.
AMINET SET 3 or 4
£19.95
The Amiga System Booster CD enables users to really make the most of their computers with a superb collection of tools to push the capabilities of the Amiga to the limits. Nearly all the fantastic utilities can be started by simply direct from the compact disc. No de-archiving required. The the contents include a vast collection of screen blankers, mouse tools & commodities, backup, file management, cache programs to optimise system performance, data recovery, CD-ROM utilities, virus killers and a whole host more. This CD-ROM provides for beginners and professionals.
SYSTEM BOOSTER
Magic Publisher
including Final Writer 4 SE
£49.95
MAGIC PUBLISHER
Magic Publisher comprises of four compact discs and on this unique CD-ROM set you will find all you need to create professional looking documents. There are more than 10,000 Fonts (Colour Fonts, Bitmap, IFF, Adobe, Intellifonts, Truetype & DMF), more than 5,000 clipart. Many of these are exclusive to this compact disc. Full commercial versions of Final Writer 4 SE and Wordworth 4 TD are included. Both rated as great word processors on the Amiga. Tools for creating WWW pages along with backgrounds and special clip art for this purpose is also included. A 100 page booklet contains printouts of all the fonts and cliparts.
£19.95
Aminet Set 1 or 2, consist of 4 gigabytes of software in 12,000 archives. The software is on four compact discs. With Utilities, Documents, Text Software, Disk/HD Tools, Hardware related, Pictures & Animations, Graphics software, Graphics & Sound Demos, Games, Music modules, Music software, Communications, Amiga Development software, Business software and more. All of the archives are easily accessible with a simple Index menu system with search.
NEW LOWER PRICE
AMINET SET 1 OR AMINET SET 2
£14.99
The Amiga Developers CD from Amiga Technologies comes complete with the all the developers tools and docs. provided to the official developers. Included are the complete CD32 developers tools with Build CD and ISO CD, Envoy 2.0 package, Enforcer, Workbench 2.0, 3.0, 3.1 tools and documents with the updated native developers kit, SANA II package and the installer package. Also included is a vast amount of info. A must for Amiga enthusiasts.
AMIGA DEVELOPERS CD
MODS ANTHOLOGY
£29.95
MODS ANTHOLOGY
A collection 18,000 music modules arranged of four compact discs all sorted by composer, groups and type. All stored ready to use from the compact discs. Provided with 11 megs of Module lists and 25 megs of module players for many different computer platforms. This 7 years titanic work provides over a 1,000 hours of music enjoyment along with information on may of the composers whose work is featured.
£19.95
NEW
Geek Gadgets contains virtually all of the tools you need to get started programming on the Amiga, including advanced C, C++, Fortran and ADA compilers, assembler, linker, EMACS editor, "make", source code control systems (rcs & cvs), text and file utilities, GNU debugger, text formatters (groff & TeX), and much more. Everything comes with complete source code and all binaries have been compiled from the supplied sources. All tools on the Geek Gadgets CD can be run directly from the CD-ROM, without the need to install any files on to your Hard Drive.
GEEK GADGETS
£49.95
The Amiga Repair Kit CD comes complete with the all with all the tools required to backup and rescue your precious data on hard drives. Disk Salve 4 will rescue and restore most damaged, corrupt and even deleted files from floppies, hard disks etc. During the process it will attempt to fix all problems caused by software failures or physical damage. RDB-Salve 1.1 is a superb program that will allow you to restore your valuable data even if the Rigid Disk Block has been destroyed or over written. Recovery can recover files from normal or corrupted disks. Essential Amiga Tools.
AMIGA REPAIR KIT
AMINET CDs £14.99
Aminet, the worlds largest Amiga archive, provides compact discs of the sites latest software uploads. Each volume contains about 1.1 gigs of archives with a superb menu system for un-archiving the files and a simple search facility to help you find exactly the file required. The search facility will even list the compact disc that the file is on. Aminet 18 is available in April and Aminet CDs 13, 14, 15, 16 are still available at £14.99.
AMINET CD SUBSCRIPTIONS
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EURO CD VOL. 1
SEE US AT THE WORLD OF AMIGA SHOW IN MAY

20:20 Vision

Ben Vost tries to avoid getting square eyes as he looks at a selection of new monitors.

Using computers can be hazardous to your health, everyone knows that. What most people don't seem to realise is that the main danger does not come from repetitive strain injury when typing (most home users don't do enough to give them sore hands), nor from bad posture, although we could all do with sitting up a bit, but from eye strain and radiation from your VDU. You monitor is quite possibly the most important part of your computer since it's the part you spend most time staring at (unless you're a real mouse fetishist).

CURSED

Unfortunately, the Amiga is cursed with a heritage of mixing both video-style monitors and high resolution screen modes for productivity, which tends to mean that the average £150 VGA monitor is not going to be suitable for 95% of Amiga users. Of course, it is a great boon and a real money saver to be able to plug your Amiga straight into your family TV, and for a lot of purposes this is quite sufficient, but what if you want to do DTP, graphics or surf the net? At this point, the Amiga's standard Workbench resolution of 640 x 256 pixels becomes laughable (and awkward since the pixels are twice as high as they are wide which can cause problems if you are doing graphics). The only solution is to move to the PAL Hi-Res Lace mode and take advantage of squarer pixels and an extra 256 lines of resolution. But this mode (necessarily) has a huge flaw which means that most Amiga owners will never use it – it is interlaced. This is down to two things: historically, the ECS chipset wasn't fast enough to drive a screenmode of that size that wasn't interlaced, but more importantly, it is interlaced to sync to a video signal so that things that Amiga owners take for granted, like being able to genlock graphics with an incoming video signal, are made possible.

Even today, the AGA chipset isn't really powerful enough to drive that size screen at a decent speed. The biggest usable screenmodes (DblPAL) are the nearest thing to a non-interlaced display, but they are very slow and really cheap VGA monitors still won't use them because their refresh rate of roughly 23kHz is too slow for monitors geared towards 31kHz modes. Fortunately, not all Amiga owners are restricted to these poor quality screenmodes. Anyone that has an Amiga with Zorro II or Zorro III slots can take advantage of the huge increase in graphics power that a third party graphics card can offer. Adding a graphics card to an ECS machine, in particular, can give it a new lease of life.

VIEWSONIC PT775

£645 (ex. VAT)
For dealers call ViewSonic: 0800 833 648
Suitability: Any Amiga with a hardware flicker fixer (including A3000/A3000T), PicassoIV, limited AGA compatibility (no games or PAL/NTSC modes)

ViewSonic's range of monitors seems to be huge. At last count they had over 19 different models to suit all price and size ranges – and they were introducing further models at the CeBit show, including a flat panel LCD monitor that we will hopefully be covering in a future edition of *Amiga Format*.

The PT775 is aimed squarely at the graphics professional and its clean lines and flat monitor tube make it look a designer's tool right away. The monitor has two inputs, standard D-Sub for VGA-type connections and BNC for the best in performance. Although ViewSonic are aiming this model at the professional market the only cable they supply with the PT775 is a standard heavy gauge VGA cable for the D-Sub connection where one might imagine that a BNC cable might be more appropriate.

The picture quality for the PT775 is absolutely superb and the SonicTron screen (the same sort of thing as Sony's Trinitron method) gives a beautifully crisp picture. Colour balance seems fine right out of the box for my lighting conditions and although the 1152x900 screenmode that I use isn't one of the PT775's preset screenmodes, setting it up using the on-screen display and four controls is easy and intuitive.

The control panel has a button labelled 1 and one labelled 2 and two in-between that have up and down arrows on them. To set a particular attribute simply hit the 1 button and use the up and down arrows to get to the setting you wish to change, then hit the 2 button. This brings up a new panel in which the up and down arrows control the amount, the 1 button exits the current panel and the 2 button switches the panel to its complement – in the case of horizontal position it will be horizontal size.

While the quality of the overall display is extremely high, there are a couple of niggles. On the screenmode I am currently using (1152x900 in 24-bit) there is a slight bending in of the picture at its extremities (hooking) that the controls don't seem to be able to do anything about. Another problem that the controls have no effect on is the moiré effect that happens whenever a cross-hatched requestor pops



CONNECTIONS & CONTROLS

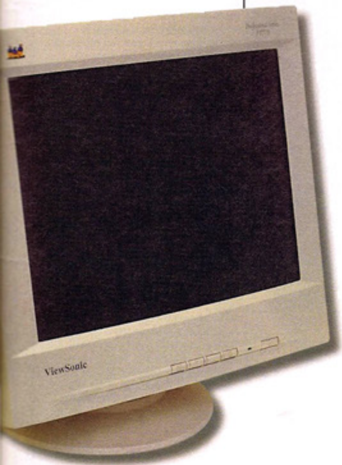
- Inputs: 15-pin D-Sub BNC
- Controls: Contrast, Brightness, Horizontal and vertical size and position, Pincushion, Pin balance, Trapezoid, Parallelogram, Hourglass, Hooking, Raster tilt, Horizontal and vertical convergence, Focus, Purity, Viewmatch, (White field colour temperature) Moiré.
- Memory: 11 screen presets 21 screen user settings
- Range: H: 30-96kHz V: 50-160Hz B: 200MHz
- Standards: EPA Energy Star TCO92 MPR-II DPMS All plastic parts are recyclable

Nearly all application software these days, unless designed specifically for video purposes, will work better on a graphics card than it does on native chipsets, with faster screen updates and higher colour ranges. Art programs like *Photogenics* and *Art Effect* are almost different programs when on 24-bit high resolution screens compared to their sluggish performance in 256-colour or HAM8 on AGA. Even A1200 owners aren't excluded – they can put their machine into a tower with Zorro slots.

SOMETHING FOR ALL

So, for A1200 owners who have no intention of going to the expense and hassle of putting their machine into a tower case, we have a monitor that will sync down to 15kHz (video resolution) so that it can cope with DblPAL and PAL screens for apps and games respectively, while for the graphics card brigade we have two monitors designed specifically for high resolution work.

up. It's not a problem when the colours are fairly similar, white and grey for instance, but when you are using black and grey or black and white, the PT775 is not a happy bunny. Adjusting the Moiré control doesn't seem to do anything about this and neither do the convergence or focus controls. Again, I stress this is on very high resolution screens, but the purpose of this monitor is to display these kinds of resolutions so it is still a failing. Overall though, this is an excellent monitor and well worth the money you can expect to pay for it.



For serious graphics pros the PT775 offers the quality of screen you'd expect.

MICROVITEC GPM1701 (M1764)

Prices vary. They have been made available at just £399 inc. VAT recently, but may be sold out.
For dealers see AF ads
Suitability: Any Amiga.
Also works with graphics cards.



Suitable for any Amiga, but fairly basic, the GPM1701 is your best choice if you have an AGA machine.

MicroVitec have been associated with the Amiga for quite a while now. Their first monitor, the 1438 was designed to work in all Amiga modes from 15kHz PAL up to DblPAL and beyond. Unfortunately, it was somewhat underspecified, especially in the controls department. The GPM1701 is far better specified and conforms to MPR-II specifications so you shouldn't end up growing another head while using it.

The controls are set using a similar configuration to the ViewSonic, but brightness and contrast don't require a trip into the OSD menu, they can simply be adjusted by pressing the appropriate controls.

The picture quality of the GPM1701 is reasonable, but nothing brilliant. On AGA screenmodes the monitor gives a slightly blurry image in DblPAL, but Multiscan is nice and crisp. The biggest problem is the slow refresh time when changing between different screen modes and the way that the screen seems to shrink back into place whenever you switch to and from DblPAL modes. The problem doesn't seem half as evident when using MultiScan or standard PAL screenmodes.

Overall, this monitor is a good deal at just £400 and you're unlikely to find a monitor as well-specified for the price anywhere else. If you are going to be using Amiga screenmodes and have no intention of moving to a graphics card, then this is probably the monitor you should buy.

CONNECTIONS & CONTROLS

- Inputs: Fixed 15-pin D-Sub
- Controls: Contrast, Brightness, Horizontal and vertical size and position, Pincushion, Pin balance, Trapezoid, Parallelogram, Colour balance & white field colour temperature.
- Memory: 32 settings

Range: H: 15-64kHz V: 50-120Hz B: 110MHz
- Standards: EPA Energy Star MPR-II supports DPMS

WHERE TO BUY?

It might be worth mentioning that you will be unlikely to be able to get either of the ViewSonic monitors from your local Amiga dealer. Even if you do, because he won't be selling many of them, you'll be paying a price premium, so unless you get on really well, it may be worth your while cruising through one of the enormous catalogues that pass for magazines in the PC market. Check through for the best price you can find and look out for delivery charges and VAT, but don't expect any kind of support. In fact, you may well find that some dealers will tell you that these monitors won't work on your Amiga. As long as you pay attention to the suitability chart that we give for these monitors you can guarantee that they will work on your setup.

"Check through for the best price you can find and look out for delivery charges..."

VIEWSONIC 17GA

£449 (ex VAT) (a 15" version is also available for just £269 ex VAT)
For dealers call ViewSonic: 0800 833 648
Suitability: Any Amiga with a hardware flicker fixer (including A3000/A3000T), PicassoIV, limited AGA compatibility (no games or PAL/NTSC modes)

It's a funny old world, innit? Back before the PC got Windows, the word multimedia meant combining visuals with sound in a presentation format, you know, the sort of thing that any old Amiga was perfectly capable of doing right out of the box. These days, of course, Multimedia (notice the capital M), if you're a PC hardware manufacturer, seems to mean putting speakers on something, or adding a CD-ROM to your PC.

When we originally arranged to get this multimedia monitor from ViewSonic, we were under the impression that multimedia in the instance of this monitor's name might connote the ability to run video resolution signals through it, a monitor to suit all Amigas. So you can imagine our disappointment when we discovered that the DblPAL and PAL signals we were trying to pump through the screen were met with "No Signal" reports from the monitor. It seems that even monitors are meeting with a debased meaning for the word multimedia.

That having been said, the ViewSonic 17GA is still a very nice monitor at a good price if you should have a 3000 or a machine equipped with a graphics card. The speakers are unusually full-sounding for built-in types, almost as full-sounding as the old Philips CM-8833 mark 2. The other "multimedia" add-on for this monitor is a built-in microphone which you can attach to your sound sampler for those all-important voice notations to your important word-processed document (yeah, right!). However, the controls on this model aren't as comprehensive as those on the PT775 and the Invar shadow mask method of making a CRT screen isn't as precise as the SonicTron, which accounts for the 17GA's .27 dot pitch (still sharper than the MicroVitec's .28 though).

CONNECTIONS & CONTROLS

- Inputs: Fixed 15-pin D-Sub Audio in (twin RCA jack) Mic out (3.5mm mini jack)
- Controls: Contrast, Brightness, Horizontal and vertical size and position, Pincushion, Raster twist, Trapezoid, Parallelogram, Colour balance & white field colour temperature, Volume.
- Memory: 21 settings
- Range: H: 30-69kHz V: 50-160Hz B: 86MHz
- Standards: EPA Energy Star MPR-II TCO92 supports DPMS



Multimedia? maybe not, but the speakers aren't bad on this monitor.

NEXT MONTH...

Join us next month when we'll be having a look at printers. This is the one area where the Amiga really suffers, so If you've been having problems getting your printer working, or if you're just not sure which one to buy, don't miss our comprehensive round-up.

WAIT

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SCREENPLAY



Andy Smith

We've got news of some excellent games due for release over the next few months – in particular, check out our exclusive chat with clickBOOM on page 36. And although this must be the first time in *Amiga Format*'s history that we haven't had a new game to review – had we had a couple more weeks in our schedule it would have been a very different story.

We are not unduly worried by the current, momentary, lack of new software. As you can see there's loads of stuff coming – next month we're going to be swamped judging by the number of new games we've previewed over the last few issues. Until then, enjoy!

AMIGA FORMAT'S REVIEW POLICY

WHAT OUR REVIEW SCORES MEAN

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

90+%	The crème de la crème. Only the very best, most playable and original games are awarded an AF Gold – the most highly prized rating there is.
80-89%	These games are very good, but due to minor flaws are not the finest examples of their genre.
70-79%	Good games which are worth buying, especially if you have a special interest in a game type.
60-69%	Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.
50-59%	Below average games which are unlikely to impress your mates or your wallet. Avoid.
40-49%	Overwhelmingly poor quality games with major flaws and appalling gameplay.
Under 40%	The absolute pits.

32 PREVIEWS







Previews: All the latest games explored and displayed...



Myst: Mean, moody and absolutely magnificent.

34 MYST

Yes, it's definitely coming. We chat to Canadian developers clickBOOM about this gaming phenomena.



Myst: The inspirational PC and Mac giant is coming to the Amiga. Read all about it here.

36 ELECTRONIC ARTS

Guildhall are about to release half a dozen EA classics. Catch up with what's on offer right here.



Electronic Arts: You just can't keep a good game down.



Electronic Arts: Classic footy action on it's way.



Electronic Arts: Helicopter combat action too. Check it out here.





Reader Games: The good, the bad and the very ugly are all exposed for your enjoyment.

38 READER GAMES

42 GAMEBUSTERS

Hints and tips to all your fave games, including *Elvira*.







GameBusters: Tips, tippety-top cheats and hints.

Previews

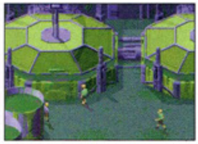
There's certainly plenty of life in the Amiga games market, here's where you can find what goodies are currently in development. It will make you smile.

Wasted Dreams

We're going to be in for a visual treat if these pics of *Wasted Dreams* are anything to go by.



Vulcan keep expanding their Mini series (have I made the gag about it being a bit of an epic series yet? Oh.) and the latest addition to the stable is the animated action/adventure game *Wasted Dreams*.



Three bald-headed blokes, yesterday.

For the rhetorically minded here's how Vulcan describe the game: Mystery and suspense from a gigantic alien adventure in a violent reality. No, we don't understand them either but we can at least reveal that this 12-14 disk epic features some 300 animated sequences of the game's characters and that one or two players can join in the fun and elect to cooperate or fight in a *Deathmatch* kind of mode. *Wasted Dreams* takes place across some 10 playing areas with each area comprising an unspecified number of playing zones.

All the animations have been filmed and with all the characters having their own personalities this looks like it's going to be one of those highly visual games that's actually fun to play. Well, we're hoping – we'll let you know what we think of it just as soon as we get the chance. Meanwhile, enjoy the pictures...



Something's afoot and the aliens are behind it...

TBA

Castle Kingdoms

MUTATION SOFTWARE



Manic action and lots of green gremlins to fight off, that's *Castle Kingdoms* for you.

The third title in Mutation's Fun 'n' Value series – which has been reduced in price from £14.99 to £12.99 from this release onwards – is to be *Castle Kingdoms*.

The game's set in the mystical world of monsters and magic and the player must lead his five adventurers on a quest to recover five magic gem stones.



The Fun 'n' Value series is even more value nowadays.



Behind you! The gremlins start their massed attack.

Alien Presence: Dawn of the Sixth Sun



The full game landscape. For this planet anyway. Others will look different. Of course.

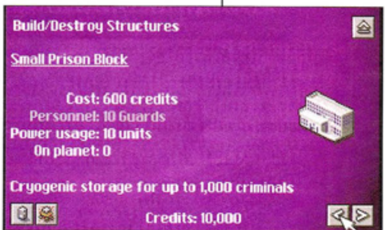
Apex Systems have dropped out of the Amiga publishing world. After just two releases they have decided to concentrate their efforts on developing games for other publishers. This is good news because it means they haven't abandoned the format at all, just repositioned themselves.

One of the first titles they'll have for someone else to publish is this space strategy game.

It's a resource management combined with warfare game. You have to find and use resources and turn them into weapons. These weapons are needed to to fight the six alien races.

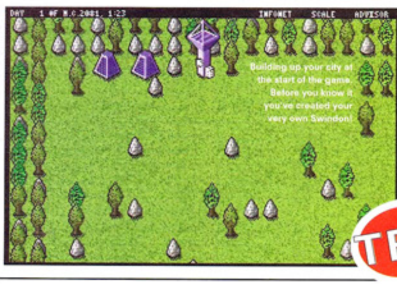
The game boasts some 50 different types of buildings and facilities and some 19 occupations to occupy your civilian population. With 70 tradeable items and 100 planets spread across 25 star systems, the traders among you should be well catered for and with decisions concerning how and where to hit the bad guys the more aggressive among you should be just as placated.

As soon as we receive news of who's going to be publishing *Alien Presence* and when you can expect to see it, we'll be passing it on. As ever, in the meantime enjoy the pictures. Further information can be obtained from Dave Kirk 01709 890552





Knowing what to buy and when is crucial if you're going to build a thriving city. There's no point having a prison for example until you've got a fair sized community.



Building up your city at the start of the game. Before you know it you've created your very own Swindon!

TBA

GAMES UPDATE

A couple of snippets of games news to pass onto you lot. Vulcan have added *Strangers AGA* to their mini series. This is the beat-em-up we featured in *AF94* from the Slovakian programmers Ablaze. The game's due for release on 30th April and features a total of eight levels with a mouth-watering six player Deathmatch option. Watch out for the full review next month.

Vulcan have also picked up the rights to publish the game formerly called *Enigma* (not the one that was called *Atrophy* then *Atrocity* and is currently in hiding). We featured *Enigma* back in *AF91* and because of the horribly complicated situation surrounding the title, the game's now being called *The Final Odyssey*. It's an excellent looking maze game in the same mould as *Chaos Engine* et al so we're looking forward to getting our hands on this. No release date has been announced however, so watch this space.

A game featured a while back in Reader Games which looked like it had the potential to be rather good was called *DNA* (I managed to call it Psyche which was a mistake because that's actually the name of the development team). The game had a couple of bugs that needed ironing out but this has now been done and the game now goes under the working title '*Formerly DNA*'. Psyche are currently looking for a publisher for the game, so if any software houses are reading, give Paul Nordovics a bell on (01229) 773823 for more information. Here's hoping that we'll get the chance to review the game properly in the next couple of months...



Prepare yourself for battle and brush up on your magic-spell making because you're going to need it as you work your way through the Black Castle.

Mutation are also working on future Amiga releases with *Monster Football, Kartoon Racers* and *Tin Toy 2* in the pipeline. We've no details on these games as yet but will bring you some just as soon as we can.



April'97 £12.99

Myst



Alexander Petrovic: clickBOOM's Amiga champion.

Canadian developer/publishers clickBOOM burst onto the Amiga scene last year with *Capital Punishment*. Now they plan to release a conversion of the enormously popular *Myst*. We sent Andy to talk to clickBOOM's Alexander Petrovic...



With this kind of quality graphics (above) it's not hard to see what initially wooed PC and Mac gamers.



But it's not just the quality of the graphics that matters, (right) as every discerning Amiga gamers knows.



You'll understand just why it's a CD game though (below) after looking at these fabulous pictures.

Andy Smith: This* Myst *game is one of the best-selling PC and Mac CD-ROM games ever. What exactly is it all about?

AP: *Myst* is a terrific puzzle/adventure game. Basically, it set a whole new standard for adventure games. It's just so completely different – you are not in a hurry to complete your task, you can't get killed or kill anybody else. It's really all about clever puzzles which have been put together with amazing graphics and excellent sound effects.

The important thing for users unfamiliar with *Myst* is that it's a CD-ROM only game. But that doesn't mean it's one of those games that has just been copied onto a CD – the actual game is huge, some 600Mb! That's very impressive when you consider there's no intro recorded with a camera and then rendered just to eat up some space on the CD.

You're right though, it's an International phenomena and is, in fact, the best-selling CD-ROM game of all time as well as being the best-selling game of 1996 on both the PC and Mac.

AS: Why are clickBOOM publishing the Amiga version of* Myst *when Broderbund published the PC and Mac versions?

AP: The story of Amiga *Myst* started last summer when the fake demo appeared on Aminet. Amiga users' hopes soared, but it turned out that the demo was just a *CanDo* stack made illegally. But the interesting thing was that this demo showed Amiga owners that *Myst* could well be done on the Amiga.

Everyone who saw the demo got on Cyan's case (Cyan are the developers of the original *Myst* for Mac). Furthermore, *Amiga Format* ran a great news article inspiring a lot of Amiga owners to pester Cyan for an Amiga version. Seeing the sheer strength and enthusiasm of Amiga owners for this game, we at PXL computers and clickBOOM stepped in, and after several months finally purchased the license.

What most Amiga owners don't know is that a Japanese company, Sunsoft, actually own certain license rights to *Myst*, so it was ultimately Sunsoft we signed an agreement with.

AS: You've said* Myst *is a great looking and sounding game, but just what captured the PC and Mac gamesplayers' imagination?

AP: It's very hard to explain why *Myst* is such a great game to someone who's never seen it before. It's when you actually play the game that you

begin to understand the depth and intelligence of it. It's a game with an unbelievable atmosphere and we're absolutely convinced Amiga gamers will fall in love with it – just as every player on every other format has.

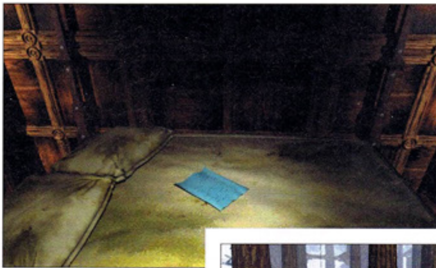
AS: But surely a CD-ROM only game with a high tech spec requirement is just cutting out too many Amiga owners? Can you really sell enough to justify the development of the game?

AP: Every copy of *Capital Punishment* had a registration card in the box and on that card we asked users, amongst other things, what their hardware set up was. After receiving *Capital Punishment* cards from players we realised that most active Amiga gamers have at least an '030. And that's AGA owners because *Capital Punishment* was AGA only.

The only major challenge we see with *Myst* is that it's CD only. But then again, it's very obvious why some Amiga owners don't yet have a CD – because there's been nothing around really to justify buying one. Until now. *Myst* created a hardware revolution on the PC and Mac and we're confident it can do the same for the Amiga – now there is a good reason for every Amiga owner to buy a CD and accelerator board.

AS: When should* Myst *be available then and how much will it cost?

AP: We are targeting *Myst* for a summer release but the exact date isn't known. The price should be around £30. We will inform you on both of these points as soon as we have something more concrete.



Nick's mum has left a note on his bed! (left) Seriously, it looks good enough to want to start playing now doesn't it?

But there's no way you'd catch me wandering around this place (below) after the hours of daylight!



AS: Last time we spoke, clickBOOM hinted that they were developing other games – there was talk of a shoot-em-up in the pipeline. Can you tell us anything about that?



This location (left) doesn't look quite so scary but it's still not a place I'd like to find myself. Unless I had a weapon of some kind.

clickBOOM are certainly brave, and they've taken the Amiga to heart. Quality games like this (below) should pay dividends for 'em.



AP: We are working on another, original clickBOOM game, but I can't say anything at the moment. What I can tell you, is that we're going to be looking for beta testers for *Myst*. The game is very big and very complex and we want every single part of it to be perfect. Furthermore we want to make sure it works perfectly on any Amiga setup. So, we're inviting Amiga users to contact us if they'd like to be a beta tester. All those that are interested should provide us with their exact computer hardware setup, as well as their postal and email addresses. There will be a limited number chosen, and they will all have their names in the game's credits. Please note that registered users of *Capital Punishment* will get precedence, so keep those *CP* registration cards coming in!

"Myst created a hardware revolution on the PC and Mac and we're confident it can do the same for the Amiga."

AS: Assuming that* Myst *does as well as you're hoping, does this open the door for clickBOOM to get hold of other games that haven't appeared on the Amiga yet?* Quake *for example?

AP: Most definitely. If *Myst* proves that the Amiga is back then we will bring out some more great games very soon. We feel this is something that should have been done a long time ago. Because of the lack of games like *Myst*, a number of Amiga owners have abandoned the machine in favour of other platforms. We're going to bring them back.



Once you've enjoyed the pictures, contact clickBOOM and become a beta tester. It could be good fun...

CLICKBOOM CAN BE CONTACTED AT...

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clickBOOM
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M3J 2G4 • Toronto
Canada
email: info@clickboom.com
Point your web browers at: WWW.clickboom.com

Electronic Explosion

Six games from E.A are about to be re-published. Some things deserve second and third chances.

Guildhall Leisure continue apace with their plans to re-release some old classics on their ACID label. Six top Electronics Arts games are be appearing in a shop near you, and just so you know what you're going to be spending your money on, here's what we think of 'em...



It's not viewed from above and the players are positively huge!



Oh goodness, I don't know. Four, four, two sounds good to me. It won't help me win though.



And what a terrific game it is too. Not quite *Format* Gold you understand but jolly good stuff.

FIFA SOCCER £14.99

With accurate team line-ups (well, they were then at least) and player attributes for some 48 international sides, *FIFA Soccer* prompted Steve Bradley to say: "Even experienced Amiga football fans will take time to pick up *FIFA*, but it should be worth it. It's big, it's hard and it's clever."

High praise indeed and although that was said back in November 1994 it's still true. There have been other football games since that have tried to use a similar viewpoint (check the screenshots – it sort of looks like it's on telly, doesn't it?) but they haven't managed to capture the gameplay.

Sensi Soccer purists aren't exactly going to love it and although it does take a while to get used to playing, it's still a fine game and well worth hunting down. *Amiga Format* give Guildhall the thumbs up for making this one available to the Amiga gaming community once again, go get yourself a copy.

VERDICT 85%

THEME PARK £14.99

A truly glorious resource management game with gameplay to satisfy even Sid Meir fanatics (he of *Railroad Tycoon* fame, which Guildhall may or may not release if they can track



It's important to know what your visitors think in *Theme Park*. But it's a crap picture.

down an original copy of the game with all the components – come on *Format* Readers, have a hunt in your games cupboard!). *Theme Park's* still riding high in the charts on other formats and Bullfrog found the formula so successful they've just released the brand-new *Theme Hospital*.

Build your theme park, install rides, keep the punters happy with chips and burgers and start coining it – excellent fun that prompted Steve McGill to say: "If entrepreneurial skills are your strength, then beware – you're likely to be addicted to *Theme Park* for years. If not, you'll probably only be addicted for a few months." And he wasn't wrong... *Theme Park's* an excellent game... good to play today as it ever was.

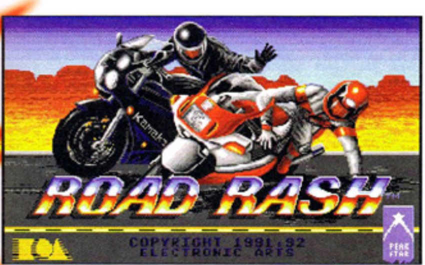
VERDICT 90%



Just what you don't want to see – a slow car ahead. Blast past and give it a kick...



Why on earth you'd want to employ this many chicken men is beyond me!



Well I hope he's wearing very expensive leathers because it all looks like it's going to get very painful. Nick Veitch rides a motorbike you know. That explains a lot of things.



Blasting away from the start with enough power to erm, 'pop a wheelie' or something.



Your pre-flight briefing in *Desert Strike*. Yes he does look a bit like ol' Stormin' Norman.

ROAD RASH £9.99

Before road rage became an accepted phenomena of driving in the latter part of the stressful nineties there was *Road Rash*. You and a bunch of other ruffians spend your days riding motorbikes like maniacs. And should you think any of your chums are doing better than you are then thump 'em in the chops. With a bike chain or baseball bat if you fancy.

Road Rash is an excellent racing game, as well as the 14 opponents you've got to beat there are ordinary road-users to avoid as well as the odd cow in the road! Win a race and you get some dosh. Save your dosh and buy yourself a faster bike – you know the kind of thing.

It's adrenaline-pumping stuff and no mistake. Actually, that's another of the game's good points, make a mistake and watch yourself go skidding on your backside for a couple of hundred yards before having to run all the way back and pick your bike up. Have I mentioned the police becoming involved yet? Oh, well they do and yes – you can try the same fist in the gob tactics on them too (all in the name of fun). A great game and a snip at the price.

VERDICT 82%

DESERT STRIKE £9.99

This was another ground-breaking game (but spook! It wasn't from Bullfrog!) that's as good today as it was when it first appeared, in '93.

Piloting your Apache helicopter in a kinda isometric 3D viewpoint, the idea's to work your way through the game's five campaigns with a little bit of attention paid to your tactics.

The game made great play of the fact that you could think about the order you tackle the individual missions that comprise each campaign and although there's not too much to think about because it's all fairly obvious, it did give the player a tremendous feeling of freedom within the game. That, coupled with the high-tension action, resulted in a very satisfying gaming experience. *Desert Strike* proved to be such a hit with the public that the sequels are still appearing on new generation machines today.



A boat with a helicopter on the back of it. Yesterday. Come here when you've finished.



Meeting up with the lads for a few shandies. The big X is a clue as to where to land...

VERDICT 88%

WING COMMANDER £9.99

Wing Commander is an "...atmospheric, cinematic-type cocktail of shoot-em-up, flight sim, role playing and all round good fun." So said Derek Davis way back when this first appeared.

There's a real Star Wars feel to the game as you troll around the cosmos in an attempt to thwart and battle the cat-like aliens who's only aim is to destroy everything.

The strength of the game lies in the way Origin managed to blend all the above game genres together into a smooth and satisfying playing experience. Especially suited to those who like to identify with a game character and watch them evolve.

VERDICT 81%

PGA GOLF £9.99

Golf eh? I've never understood it myself but some people obviously love it. Fortunately, you don't have to like golf to enjoy a good golfing game, and *PGA* is still tops.

There are three courses, and 60 computer players to pit yourself against in full-blown four round tournaments (I assume full-blown tournaments are played over four rounds, but haven't got Sky so don't sit and watch it all day. Everyday).

Seriously folks, the game is dead easy to play and thoroughly enjoyable. Guildhall are also releasing *PGA Golf Plus* round about now for just £14.99. This is the same game as *PGA* but has an extra three courses – jolly good value is what we say.

VERDICT 80%



Kaboom! Scratch one Kilrathi (or whatever it was). Action aplenty in *Wing Commander*.



The *Amiga Format* Dormitory. Cathy makes us turn the lights off before she climbs into bed.



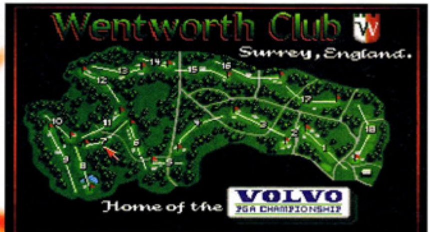
Wing Commander's briefing screen. All part of the fabulous atmosphere the game has.



Look at all those people – they obviously like their golf. And why not eh? Each to their own.



Blimey is that me? I'm a long way from the hole aren't I? Bet I get it in though.



Wentworth in Surrey, it appears, is the home of the Volvo PGA Championship. Good, that'll come in handy when I'm playing some triv machine or other.

Reader Games

They're what keep the Amiga alive. They're the fruits of many a late night's debugging (or not in some cases!). They are, of course, the...

There's a bit of a change to the Reader Games this month. In the past Epic Marketing awarded a CD to every game featured on these pages. That's now changed and they're only going to award £50 worth of CDs to the month's best game (with the odd CD awarded here and there on our recommendation under special circumstances). We're still awarding our £50 prize to the month's best game too so it's still well worth getting those games in – remember though if you're creating something using *Reality* or something similar then it's going to have to be significantly different to merit a mention here.

On to this month's selection. We're not here to ridicule our readers' efforts, the idea behind this part of the magazine is simply to offer our help and advice on how the games could be improved. That's not to say we don't have a laugh at the really bad ones because we have to be honest and admit that we do. Now, enough of all that. Let's get straight into it with a look at this month's submissions...

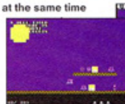
AMIGAS RULE V3

AUTHOR: GILES HAYDON
LANGUAGE: PLATFORM CONSTRUCTION KIT

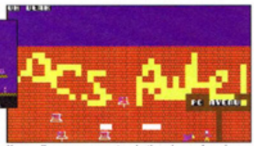
The best thing about this game is the sentiment behind it. You're out to convince your dad to buy an Amiga instead of a Mac or PC and to that end you have to negotiate your way through this platform game collecting disks and various bits of computer equipment while at the same time avoiding the Macs and PCs that run and bounce around the screen.



You again. Walking on Amiga Street. Grab the, ahem, disks and things and, well, give up.



It looks awful and plays just as bad. The *Platform Construction Kit* has to take some of the blame for this because the tool is so limited, but even so this is one of the worst looking games we've had in for a long time. Even Spectrum owners would have avoided this back in 1982. Simple timing problems are one thing but they're just not enough to build a whole game around I'm afraid. And quite what your main character is supposed to be I have no idea. Sorry Giles, this is just dreadful. Keep going though and keep sending the games in – after all, they can only get better.



Yes, well, your guess as to what's going on here is as good as mine really. You're the pink thing by the way.

Verdict: An awful looking game that plays just as bad. The gameplay heralds from the dawn of gaming when simple timing problems ruled and that just doesn't cut it in 1997. Don't feel too bad though Giles, the problem lies more with the *Platform Construction Kit* than anything else.

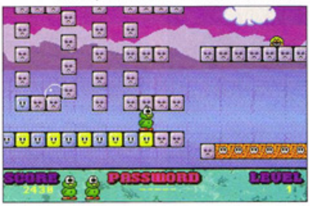
BIRDIE

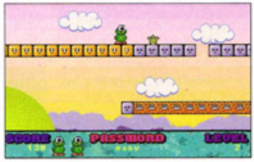


AUTHOR: FRASER HAY
LANGUAGE: AMOS

This is more like the standard of games we've come to expect from our readers. *Birdie*'s a simple enough game: You run about the screen turning the grey blocks coloured by running over them and at the same time avoiding any baddies on the screen. The gameplay's as old as the hills in this one too but at least it's been well implemented and is playable.

It's surprisingly playable actually. You find yourself frantically jumping here and there as you attempt to get away from the baddies (hang around in the same place for too long and the baddies work their way towards you, which is good). The baddies are probably the only part of the game that could be improved however. If there was some way of fighting back against them – either by shooting them or jumping on them then I'd feel the game was slightly fairer. As it stands it's good fun but the level of frustration is slightly too high. The speed of your main character actually contributes to this because it's all too easy to go rushing into a bad situation and it can all go pear-shaped before you've got the chance to change direction and save yourself.





Birdie runs across the grey squares and turns them yellow. Mind out for the yellow stars though because they kill you. The blocks with eyes are for bouncing on.

Good stuff though Fraser, a simple playable game that's not going to rock the world but is fun and entertaining – more please.

Verdict: A simple idea but one that's well implemented and highly polished. Not the most original game in the world but fun for a short while. If anything, it just falls on the wrong side of the addiction/frustration fence.

SKIRMISH





AUTHORS: DAVE JOHNSON & DENNIS NG
LANGUAGE: BLITZ BASIC 2

Now this is a grin – especially when you've got a bunch of mates playing. Again it's terribly simple: fly a small plane around the screen and shoot any other planes that get in your way. Every time you score a kill you get two points and every time you get shot you lose a point. The first person to get to eight (alterable) wins the round. Simple as that.

This could well have been a full commercial release on something like the Atari VCS 2600 because it's pure competitive gameplay with very basic graphics. Although this game does manage to be more addictive than frustrating it can be rather tedious to take off, fire one shot and then have an enemy plane crash into you before you have a chance to move out of the way. Obviously you can't increase the number of shots (you can only have one on screen at a time) because then you could just hit the autofire and let your plane get on with it but maybe if there was some kind of shield you could activate now and again your life expectancy would be greater than a few seconds. That would have to be tested though because as it stands it's frantic and that's the best thing about the game. Maybe if collisions didn't kill you immediately but wore down your energy or something then the bouts wouldn't last so long either (especially in one player mode when you're fighting seven computer controlled planes) because at the moment they can last a long time!



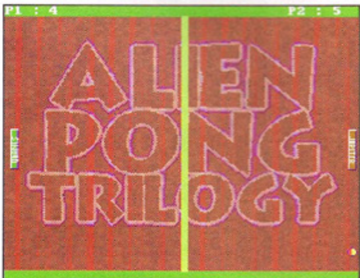


Manic, frantic action that's a great deal of fun. A couple of tweaks here and there would help though.

Verdict: A very simple game that's actually a lot more fun to play than it looks. The gameplay's great at the moment but not very sophisticated and the sheer pace of the game allows no room at all for tactics.

ALIEN PONG TRILOGY

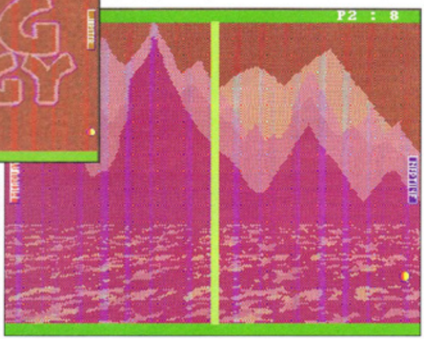
AUTHOR: GARETH GRIFFITHS
LANGUAGE: AMOS PRO



Some things need radical changes if they're to be improved. Merely changing the background graphics often isn't enough. It's certainly not enough in *Alien Pong Trilogy* which is just *Pong* really. Except it hasn't got a one-player mode so it's pretty useless actually.

I don't want to give Gareth an unnecessarily hard time but really there's not too much to say about this. Even the options screen doesn't do much because the only gameplay feature you can change is the bat speed. A whole host of features would need to be added to this to make it anywhere near enjoyable to play. Still, Gareth's backgrounds are half-decent and there's this huge scenario all about the planets in the solar system playing pong instead of going to war or something (I didn't read it all because it went on for too long), so that's a brownie point. Sort of.

Alien Pong Trilogy is a simple two player game of *Pong*. That's all there is to it. The only reason I've actually included the game is because Gareth lives in Monkmoor in Shrewsbury and a couple of my mates live around the corner in Cleveland St. What a dreadful reason to include a game in Reader Games eh? I won't do it again, I promise.



Yes, this is as exciting as it gets. The game's got a one player option in which you control both bats. No, really. You should try playing it – it's as mad as a stick. Ho hum.



There's not a lot of point picking a planet really, so go for the random option every time. Or pick Earth.

Verdict: Gareth lives round the corner from a couple of my mates. And yes, that's the only reason I've included his game!

HOSTILE HORIZON

AUTHOR: AUBURN HODGSON
LANGUAGE: REALITY





Having already said that I'm only going to feature games created with Reality if they're doing something special, I'm really pleased to be able to include this one. The graphics are really fabulous – certainly of a standard that's higher than an awful lot of commercial releases and well worth this month's £50 prize.

There's not too much to say about the game beyond that it's a Reality shoot-em-up in which you fly left-right shooting things and collect the tokens they leave behind. These tokens can then be spent buying power-ups. Right then, just enjoy the pictures. Nice one Auburn.

£50 winner



Graphics of this quality not only deserve this month's prize, they deserve to be in a commercial release. Good work fella.

Verdict: A *Reality* shoot-em-up with all of that kit's limitations. But WITH graphics of such a high standard Auburn should be doing it for a living.

CAVERN COMMANDER



AUTHOR: ROBERT BENJAMIN
LANGUAGE: UNKNOWN

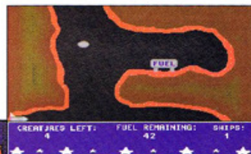
Stalwart of the *Amiga Format* Reader Games section (and winner of last month's £50 prize with Fred the Frog) is American Amiga fan Robert Benjamin. I'm sure Robert will be the first to admit that he's no artist and probably not the best programmer in the world but one thing he constantly impresses us with is his ideas.

Cavern Commander is very simple. It's a sort-of but not really, kind of *Thrust* or *Oids* game. Combined with that really old *Lander* game that people used to play in the College's computer department. Steer your ship (which looks a lot like a grey egg) down through a cavern avoiding the missiles (easy) and collecting fuel and little people as you go. That's all there is to it. The levels get harder and harder and you've got no extra lives to play with so it's a shame the collision detection seems a little bit suspect at times. But it's still fun!

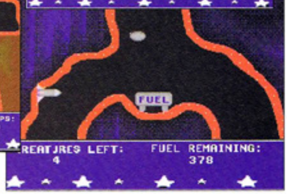
Once you've cleared a level you just can't help having a go on the next. And once you've died there's always a feeling that it was indeed your own fault so you just can't help going back and having another go to see if you can do it right this time.

This is the sort of stuff we want to play around with. If only Robert could add a little more polish and maybe invest in a decent paint package, to draw the graphics with before importing them into his games, we'd be even more pleased.

As it stands though, *Cavern Commander* is a very simple, very addictive fun game. Well done again Robert.







Heaven knows how, but Robert keeps churning them out. This curious mix just, well, works. Please Robert, buy a paint package...

Verdict: It looks absolutely terrible and the collision detection can have you crying 'foul' at times but otherwise this is another playable and highly addictive game from the Robert Benjamin stables.

MORE OF THE SAME PLEASE!

The winning game featured in our Reader Games section wins the author £50 worth of Epic CDs. The winning entry also wins £50 from *Amiga Format.*

Just a note of caution though: don't bother sending in that PD game you coded three years ago, we'll spot it straight away and chuck it in the bin.

And, once the game's been featured here, we'll be passing the exceptional ones onto Epic Marketing who'll take a look at them with a view to publishing them. There's nothing guaranteed but you never know – you might just get a phone call in a couple of months time. Please remember to make sure you put a contact number or address on any of your submissions and can you also enclose a recent photograph of yourself so that other readers can see who's responsible for the masterpiece you've created. The address to send your Reader Games to is:

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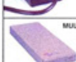


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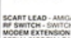
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GameBusters

Some things are more important than playing games. Solving them completely is one of them which is why you've come to the right place. Low-down dirty cheats are GameBusters' stock-in-trade. Just don't admit to anyone that you've been here. Right?

COMPLETE SOLUTION

ELVIRA
Mistress of the Dark



Another big beasty attacks and you'll need something better than a dagger if you're to win through.

This game is donkey's years old, and it's not terribly good (*AF19* 61%). But if we get letters asking for the solution, we can only assume that at least someone's trying to play it. Here then is the complete solution. I thank you.

▼ Go to the courtyard and collect some hay. Now go over to the souvenir shop and take the large shield. Then onto the armoury shop where we get the sword, crossbow and another large shield. Go to the library and take the spell-book and then go over to the kitchen and give it to Elvira.

▼ Take everything from the larder and ask Elvira to make Herbal Honey – then eat it!

▼ Now head upstairs and collect the laudanum from the bathroom and then search the bedrooms (make sure you don't enter the vampire's room yet) for crossbow bolts. Now go back downstairs and head for the garden shed – make sure you use the target range for practice on the way and keep looking in the bushes and trees for ingredients (you very rarely have too much of anything in this game).

▼ Once at the shed, take the key from the tin, plus the hammer, maggots and silver cross that are there. Now go to the herb garden and take everything that's close and then head back into the living room. Take both the fern and the wooden stake. Now you've got the stake you can head up to the vampire's room and you should use the stake to kill her (hey! Even I'd have guessed that!). Now get the crossbow bolt and vampire dust. Head straight to the blue room and take the Bible and have a look inside it.

▼ Go down to the torture chamber in the dungeon and get the salt. Now go up and out to the meadow. Using your crossbow, shoot the bird. Pick up a feather and a key and retrieve the crossbow bolt. Now go towards the maze, enter and head for the centre. Along the way, pick up any herbs close by. Don't get too close to any goblins that may appear but shoot them as soon as you get the chance. When you reach the middle of the maze you should see some eyes looking at you through the hedge.

▼ Choose an appropriate spell and shoot at the eyes. Once you've done this it's safe to enter the nest and get the ring. Look in the pond for ingredients too. Return to the kitchen but if the cook enters, throw some salt at her. Tell Elvira to make up spells. Now check out the dumb



Blood sucker. A vamp's bite is deadly and draining.



Smashed skull. Owww! Makes migraines seem fun.



Decapitation. Masses of blood, but very quick.



You've got to fight, for your right, to stay alive in Castle Killbra-gant. Here a hooded nasty in the keep has a go.

waiter (by clicking on it) and retrieve the key using the glowing prior spell. Go into the chapel, take the prayer scroll and put the ring in the cross. A hole will appear and if you enter you will find yourself underneath the altar. Take the crown, use the prayer scroll, put the crown on the crusader and get the sword.

▼ Go to the battlements of the castle. Shoot at the grey knight and note where he falls. Now head down to the dungeon and take the insects and the webs. Go into the torture chamber and there you will see a ring on the floor, pull it and take the bones and the key. Now it's time to go to the catacombs. Go over to the skull above the door and get the dragon's blood. Then dispose of the monster that stands in your way. Take the iron and stone keys and put the bones in the empty coffin.



▼ Go back to the torture chamber, take the tongs and go to the foundry. Look in the box and take the crucible that you'll find there. Put this in the fire along with a crossbow bolt and a silver crucifix. Retrieve the silver bolt and head off to the stables. Shoot the dog using the silver bolt and get some horse hair.

▼ Go to the end stable and pull the ring. Take the key and head back to the kitchen. Use the tongs to get some coal and when you've got this head up to the turret where the cannon is. Light the cannon.

▼ Go to the armoury and drop everything except your weapon. Wear the armour and knock off the gatekeeper before reading the notice. Take the key and go back to the catacombs. Raise the lid of the coffin that doesn't have the bones you put in and you should now see a secret passage. Enter and swim along until you are able to surface, then go down again to find the grill. Unlock the grill and you'll find the grey knight. Take the key and go back up the wall and along the way gather some moss and then climb the broken tower and open the chest. Inside you'll find a dagger and a scroll. Take both of these and go to the catacombs. Put the stone key in the stone key shaped indent and get rid of the handmaiden using a a spell. Insert the crusader sword into the pentangle. Kill Elvira using the dagger and scroll and that's it. You've finished at last!



A vampire! This lady's bite is fatal and you'll need to find all the right kit before attacking her. The stakes are easy enough to get, but where do you find a mallet in a tourist castle?

HELPING HANDS

THE EMPIRE STRIKES BACK

I still enjoy playing The Empire Strikes Back but wondered if you have any cheats for it?

Clive Parker
Lincoln

Easy peasy Clive, and because you do indeed obviously read the mag try this: for the cheat mode load the game and on the title screen hold down the HELP key and type: XIFARGROTKEV

Try this too: during the game if you press C, D or L then C3PO, Darth and Luke will appear. Finally if you press the number keys (but not on the keypad) you'll hear some groovy speech and sound effects.

DESERT STRIKE & F1 STRIKE EAGLE II



Complete your mission or simply cheat with these level codes.

I am writing you this letter to obtain some information about the the following games: *Desert Strike* and *F1 Strike Eagle II.*

Kurnauth Dharmasing
Mauritius

It's always nice to hear from the Mauritius branch of the Amiga Format fan club, so here are a few hints and tips for you:

Desert Strike: try these level codes:

Level two	*BQOQAEB*
Level three	*KLJLTOE*
Level four	*WEIVVJT*

and here's a cheat too: type the password as BQQQAEZ and you'll have 10 lives and infinite ammo.

F15 Strike Eagle II
Pressing Ctrl, Alt and R during play renews your weapons supply.

SETTLERS

I used to play *Settlers* ages ago and have been getting back into it. I used to have all the level codes but can't find 'em any more. I've worked my way back up to level 18 but was wondering if you could give me the codes for the later levels because they were the best ones (if I remember correctly). Thanks in advance.

Steve Green
London

Happy to help Steve:

Level 20	*Beacon*
Level 21	*Pasture*
Level 22	*Omnus*
Level 23	*Tribute*
Level 24	*Fountain*
Level 25	*Chude*
Level 26	*Trailer*
Level 27	*Canyon*
Level 28	*Repress*
Level 29	*Yoki*
Level 30	*Passive*

LEND A HAND

If you're having trouble with a particular game or have a solution to a question in the magazine, don't keep it to yourself, write it down or send it in on a disk and we'll do our best to print it.
HELPING HANDS
Amiga Format • 30 Monmouth Street • Bath • BA1 2BW

Lords of the Realm



The secret of setting the player on their conquering way is a happy populace.

Another game that came out a long time ago and which people are still requesting tips for is this cracking (but not quite Format Gold) strategy/feudal England management game. Feast your eyes on our top tips to get you to the top...



In order to build castles and armies that produce results, finances have to be kept under a tight rein.

Basic Strategy

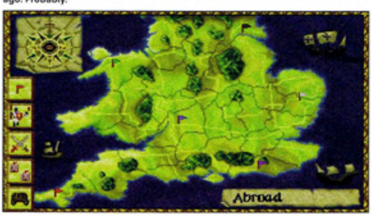
▼ Your first goal should be to increase the population of the county you start with and this is best done with a decent farming program. As soon as you've got some men to spare though you've got to raise an army and defend the town cross. Fail to do this and your county will be completely undefended and therefore open to attack.

▼ Get involved in stone, wood and iron products as soon as you can or save up some funds to buy the resources you need. Start production as soon as possible but bear in mind that you're going to need a good sized population (about 1,000 men or above) before you start seeing much output.

▼ Once you have started production however you have to weigh the benefits of arming your troops with weapons first (which toughens them greatly, and makes it a lot easier to acquire new counties) or building a castle (which makes it much easier for you to fend off attacks against you).

▼ If you plan on expanding into a couple of counties quickly, you might as well wait to build a castle until you expand your territory. A castle is less useful in the centre of your kingdom because you're much less likely to be attacked there. Remember though, don't expand too quickly because it's important to keep each of your counties happy and growing at a nice steady rate.

England and Wales as they looked yesterday, 300 years ago. Probably.



Farming

You may find it easier to specialise in one crop type in each county. If you mix crops in a county you'll have to deal with the drawbacks that each crop has. The chances are you'll be short of food more often than if you'd specialised.

▼ Each crop type feeds people to different degrees but each type also grows at different rates. Feeding and growth levels are balanced though, so each crop type produces the same amount of food in the long run. Use as many fields as you possibly can without going overboard. You don't want to create a decline in fertility or find yourself requiring a dis-proportionate number of serfs to look after the crops.

▼ For grain you should only use as many fields as you have labourers to look after them. But with any crop there will be events that appear from time to time that will kill them off, or destroy your stores, so it's always a good idea to have a little extra in reserve to cover these eventualities.

"Sheep are a cash crop... you can raise them fairly quickly and sell the wool they create for gold."

▼ Always make sure you keep some grain back for sowing. If you forget to do this and miss a sowing season you can lose a whole year's worth of food. Remember that the grain you harvest has to last for four seasons.

▼ When you allocate labour for sowing, make sure you've got enough men to harvest the resulting crop. It takes 1.5 times as many men to harvest as it does to sow. If you can't fully harvest the grain you may have to cut back on the sowing to save on grain and labourers. Don't overplant early on because one field can feed plenty of people and to farm too many hurts the fertility.

▼ Consider using grain when you're starting out as it's the cheapest crop. Though it's very labour intensive and unlike cattle or sheep, you can build up a stockpile without having to worry about maintaining it.

Cattle

Try not to eat your cattle – they don't give birth fast enough to replace what you'd probably eat. They are a viable food source however in that you can eat the dairy produce they generate each season without killing them. Invest in your herd by purchasing more cattle. The birth rate just isn't enough to keep the herd growing without some outside influence.

Sheep

Try not to eat your sheep – they don't give birth fast enough to replace what you'd probably eat. Sheep are a cash crop in that you can raise them fairly quickly and sell the wool they create for gold.

▼ Sheep are, like cattle, an indirect food source too. This is because you can use the gold you've got from the wool to buy grain. Used this way

sheep can feed as many people as any other crop.

- Because merchants have to convert the wool to grain however you must wait for them to arrive in your county (and they've got to sell both sheep and grain), so it's a good idea to stockpile your grain to hold your people through famine times when the merchants aren't arriving.
- To get a sizeable flock in a reasonable time you may wish to buy additional sheep from a merchant.
- Sheep only give birth in one season a year so you won't see 'em growing every season but their annual birth rate is significantly higher than that of cattle.

Building an army

Any type of weapons at least double the effectiveness of your fighters. Build or buy weapons as soon as possible. Use maces and axes for a more aggressive army because they are much better on the attack. Use spears and axes for a more defensive army.

- Arm your soldiers with maces and spears if you're short on gold because their wages will be less this way. Archers and crossbows are invaluable for whittling down foes from a distance. No moderate to large army would be without them, after all. Use knights only when you can afford their wages.

Fighting battles

Surround your enemy to fight them from all sides. Attempt to lure your enemies into marshes and attack from the edge of the marsh. Use any knights you've got to outflank or outrun the enemy.

- Use your archers at the start of a battle and keep them out of hand-to-hand combat because they stop firing.
- If you can lower your enemy's morale from a distance using your archers it's perfectly possible to cause a rout without taking a single hit. For this very reason you should concentrate your efforts on removing enemy archers as soon as possible.

Defending against siege

If your forces are large enough, try taking on the enemy in battle but be careful because you don't know what the enemy is armed with until the battle commences. If you plan on sallying forth, garrison some troops inside your castle. If you don't then don't waste weapons inside the castle walls but garrison your peasants inside the castle.

Designing castles

Don't place the central defensive point on the outer edge of the castle as that makes it much easier for the enemy to launch infantry attacks on it. Add plenty of storage space for food and men and halls are good for this.

- While building, look at the info box's listing for men and food for guidance. Castles tend to be capable of storing about two seasons' worth of food for their largest possible garrison (at normal rations) so if you put less than the maximum amount of men in the castle you'll find the food reserves last longer.
- Remember that a moat buys extra time in a siege and requires only labour to build. Try for a concentric castle design with the central defensive point in the middle. Try starting with a small design though because you can expand later.
- Towers, gatehouses and keeps all add a defensive bonus to your side against infantry, ladder and tower attacks that happen within one square of them. Therefore, the best defended castles will place these structures no further than two squares apart so that their defensive ranges meet (clever eh?).
- Build a gatehouse on the castle otherwise you will be unable to head out or escape from a siege. There you go then folks, that should see the whole kingdom in your hands before very long! AF

Tommy GUN

It shouldn't take any of you very long to get these yourself, but just in case you're particularly cack-handed, here are the level codes:

Paradise Island	442244
Fairground	867377
Sky Fortress	835000
Space Mountain	730098

David Trenholme
Darlington





Tommy and his mate take on wild veggies. Release the trapped tomato by shooting the lock.

Primal Rage

When swapping the final disk before a fight press the left mouse button instead of the joystick fire button. Then if you're losing your fight press the mouse for a 'new challenger'.

Graeme McDouall
Telford



Vertigo takes to the air and swipes at Diablo with his tail. Tail swipes are good for knocking down the opponent's brain strength, but not much else.

EXILE

Here are a couple of additional cheaty type hints for anyone keen to use their Action Replay Cartridge. It gets pretty technical so don't come crying to us if you give it a try and get hopelessly stuck!

Freeze the game at the Action Replay screen type D 1199E at the prompt and press return. Keep pressing return for about 15 lines until you get a line saying RTS (end of routine).

There will be 3 lines in between these points saying ANDI.W#3FF (the first line) and ADDI.W#3FF and another ADDI.W#3FF,D0.

If you change all of the #3FF values to #760 (by typing A instead of D) then if you type D 108DE and list a few lines you will find a line saying BTST #5. Change the #5 to #2. Now when you restart the game you should find that you have increased firepower.

These codes work on the A500 version, the same changes can be done on the A1200 but the code is at a different memory address.

Oliver Pike
Stratford upon Avon



Not harmful directly, but the robot will usher you towards harm if you let it.

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PD Select

Dave Cusick once more sifts eagerly through the contents of the PD and Shareware mailbag.



That's me in the middle, flat on my back with all those tough looking blokes just waiting to put the boot in!



And yes, you guessed it – that's me on my back again.

SOREFIST

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Price ....*£3.99 + 75p P&P*

When I was a schoolboy in the early eighties, practically all my friends owned a horrifically rubbery 48K ZX Spectrum. I used to laugh at the tacky keyboard feel and the noisy and sometimes unreliable software loading procedure. But their computers had a whole 16K more than my trusty Acorn Electron and a far wider range of software at their disposal, so my criticisms may well have been fuelled by jealousy.

A few of those friends spent hours on end playing a game called *Renegade*, an unimaginative but reasonably addictive beat-em-up featuring traditionally Spectrum-esque monochromatic graphics and ropey animation. *Renegade* was later followed by a sequel which I believe was (in a fit of originality) christened *Target Renegade*.

Over a decade later, *Sorefist* is an attempt to bring the violent fun of *Renegade* to the Amiga. In contrast to the memory-efficient multi-load Spectrum version, *Sorefist* requires a megabyte of chip memory to function. However, with colourful graphics, a smattering of sampled musical effects and a reasonable array of fancy moves on offer, this is a definite improvement on the original, in terms of presentation if not necessarily in terms of gameplay.

As well as four difficulty levels there is also a Turbo Mode, in which the action becomes blisteringly fast and smooth and the gameplay apparently tougher.

Whilst *Sorefist* is scarcely a beat-em-up of *StreetFighter 2* calibre, it is nevertheless a commendable attempt to breathe new life into an 8-bit classic.

Or sore back as the case may be!



OFFENDER

By ....*Fred Bayer*
Ware ....*Shareware*
PD Library..Classic Amiga Software
No of disks ....*One*
Price ....*£1.00 + 75p P&P*

Another attempt to recapture the magic of a classic of yesteryear, *Offender* is a near-perfect recreation of the infamous Williams coin-op *Defender*. It requires an Amiga with an 020 or faster processor and an FPU, and whilst the graphics are scarcely stunning (being based as they are on those of an aging arcade machine) the result is a game offering some extremely slick and smooth blasting action.

In case you happen to have been living on a remote desert island for the last fifteen or more years, the objective in *Defender* and its many clones is to use your highly manoeuvrable space fighter to protect humanoids from abduction by alien landing craft. If an alien craft gets hold of a humanoid, you must quickly locate the craft and destroy it, then catch the falling humanoid and safely return it to the surface of the planetoid below. Wave after wave of alien starships must be fought off, so the odds are greatly stacked against you.

As well as the usual laser beams you have at your disposal a hyperspace drive, which can be used in emergencies to whisk your starship instantaneously to another part of the planetoid. You also get a few smart bombs, which wipe out every alien craft on the screen at the moment of detonation.

Offender is every bit as playable and addictive as the arcade original. Unfortunately this demo version only contains two levels, so seasoned *Defenders* will finish it within a couple of minutes. However what is here serves handsomely to whet the appetite for the full version, which is available from the author for $15. The registered version also includes more sampled sounds than this demo.

PREMIER SIXES V1.6

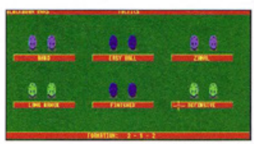
By ....*Robbie J Mappin*
Ware ....*Freeware*
PD Library....available from author
No of disks ....*One*
Price.......................................*£1.50*

Football is, in the opinion of this particular reviewer and, I dare say, a large proportion of the population of England, the greatest sport ever conceived. In the wake of Euro 96 the Beautiful Game seems more popular than ever.

Given the opportunity, most football fans will happily drone on for hours about the sort of players and tactics their favourite teams ought to be using, a fact which might well explain the incredible success of many managerial games over the last few years. Whilst *Championship Manager* still reigns supreme as the ultimate footie management game, in recent months there have appeared a few cheaper yet still eminently playable alternatives.

Premier Sixes, unsurprisingly enough, offers you the chance to guide one of ten top Premiership teams through a six-a-side tournament. With real life players who are all realistically rated, a variety of tactical options and plenty more besides, it offers a surprising amount of depth for a PD program.

The game is controlled via an intuitive mouse-driven interface, and runs on any machine with at least a megabyte of memory. Actual matches are presented in a similar fashion to *Championship Manager*, with a basic commentary for the highlights, and some standard crowd sound effects to accompany the goals and any near misses.



Don't just talk about tactics, apply them to your own teams!

PD selection of the month

DARK CITADEL





By ....*Rob Massey*
Ware ....*Licenceware*
PD Library ....*F1 Licenceware*
No of disks ....*Four*
Price ....*£6.99 + 75p P&P*

Without a doubt, *Dark Citadel* is one of the most accomplished budget adventure games to have appeared for some time. In the mould of commercial offerings such as *Valhalla*, it is a polished brain-bender which is sure to provide hours of entertainment.

The plot is suitably contrived, casting the player as the brave knight Marlon, who must enter the *Dark Citadel* to find a magical elixir so as to free the beautiful Ysadora from an evil spell. The game takes the form of an attractively presented, viewed-from-above castle romp, boasting a multitude of sampled sound effects which really add a new dimension to the adventure. Whenever Marlon attempts to perform an action, he tilts his head upwards and tells you whether or not he has been successful.

Whilst the author has deliberately tried to avoid producing a game in which incorrect actions lead to death, or in which a minor omission on one level renders the game incompletable, *Dark Citadel* could scarcely be described as unchallenging.

There are three levels, each one containing sufficient puzzles to keep even the most proficient adventurer occupied for quite some time.

In addition to the pleasing graphics and superb sound effects, *Dark Citadel* has an intuitive interface and a responsive joystick control system. In short, it is extremely hard to fault and would make a far better purchase than many commercial alternatives. It requires a megabyte of memory to run, and because the numerous sound samples have to be loaded from disk, a hard drive is also extremely useful, if not absolutely essential.



That's you and that's a key which may come in handy if you want to open that door.

Premier Sixes is apparently available in three different flavours – English, French and Italian. On completion of the game a special code is displayed, and as an added bonus the author has said that the first person to send him that code will win a free copy of his next game.

PRETIUM DEMO

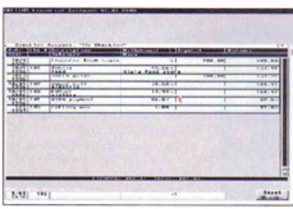
By ....*David Orr*
Ware ....*Shareware*
PD Library..Classic Amiga Software
No of disks ....*One*
Price ....*£1.00 + 75p P&P*

Pretium is, according to its author, "a quality personal finances software package" which is "as simple to use as writing in your checkbook [or chequebook, as we Brits might say...], but advanced enough to take advantage of the power of your Amiga".

The program works by allowing you to create groups of accounts, the idea being that an individual might for instance have a savings account, a cheque account, and various credit card accounts all grouped together. Providing you are running *Pretium* in a screenmode with at least 16 colours, the various accounts are displayed in different shades so as to make differentiation easier. The example accounts group, though rather brief, clearly illustrates the way in which the system works.

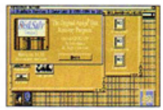
Entering account details is a reasonably simple process, although it might take some getting used to, not least because using the TAB key to move between fields is more a standard Windows feature than one familiar to Workbench veterans. Once entered, transactions are automatically sorted by date. Account reports can be easily generated, and these can of course be printed out for future reference.

Pretium is actually a commercial package costing $54.95, but there are enough features enabled in this demo version not only to hint at the power of the full package, but to make it fully usable in its own right.



Keep track of your finances with the demo of this comprehensive accounts pack.

Amongst other features, the full version is capable of importing and exporting data in the Quicken Interchange Format (QIF), meaning account details can be readily moved between your Amiga and Macintosh or Windows machines.



DiskSalv2 – you really can't afford to be without it.

AMIGA CLUB INTERNATIONAL UTILITIES

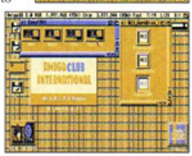
By ....*Various*
Ware ....*Various*
PD Library ......*Roberta Smith DTP*
No of disks ....*One*
Price ....*90p +†50p P&P*

This disk contains a triumvirate of utilities, ranging from the indispensable to the frankly rather specialised.

DiskSalv2 is perhaps the single most useful disk salvaging program ever conceived (except, presumably, for its commercial successor *DiskSalv 3*). Capable of recovering data long after opposing programs have given up and pronounced a hard drive partition well and truly mangled, it will happily restore precious files to a handy target directory. It was created by Dave Haynie, something of a legend amongst long-term Amiga users anyway, and indeed it is amongst the most worthwhile candidates for Shareware registration in the entire history of our beloved machine. It is nothing short of essential.

There are three utilities on this disk, although DiskSalv is definitely the most useful.





TOP 10 PUBLIC DOMAIN TITLES

1. Artistix
2. British Manager
3. Cartoon Studio
4. Jumpman Deluxe
5. Nobochi
6. MUI 3.3
7. Blasted (AF92)
8. Dark Fiction 2
9. Reality M&S Converter
10. PCTask 4 Demo

Top 10 courtesy of: 5TH DIMENSION LICENCEWARE 1 Lower Mill Close • Goldthorpe • Rotherham • S. Yorks S63 9BY

WHERE TO GET THE DISKS

5th Dimension Licenceware
1 Lower Mill Close
Goldthorpe
Rotherham
South Yorks S63 9BY
Tel: 01709 888127
email:
Phil@ware5d.demon.co.uk

Classic Amiga Software
11 Deansgate
Radcliffe
Manchester M26 2SH
Tel: 0161 723 1638

F1 Licenceware
31 Wellington Road
Exeter
Devon EX2 9DU
Tel: 01392 493580
email:
steve@f1lw.demon.co.uk

North Staffs PD
PO Box 476
Stoke on Trent
ST1 2JY
Tel: 01782 279670

Roberta Smith DTP
190 Falloden Way
Hampstead Garden Suburb
London NW11 6JE
Tel: 0181 455 1626

Robbie J Mappin
Holywell Cottage
Wentworth Road
Swinton
South Yorks S64 8LA
Other good PD libraries

Track2File is a Freeware program which allows you to rip files from NDOS disks and save them to any device in either original or decompressed form. It recognises a wide variety of file headers (81 of them, in fact), many of them specific to certain commercial games. Although legally it is probably on precarious ground, *Track2File* might prove useful to some.

Finally, Fabrizio Farenga's *Easy1541* allows owners of old Commodore 1541 and compatible 5.25" drives to access them from their Amiga, via a cable plugged into the parallel port and a supplied set of commands.

Whilst the latter two programs will doubtless be of limited appeal, *DiskSalv2* is of such incredible value to all Amiga owners that those without a copy would do well to get hold of this disk.

WHITE RABBITS

By .... *Andy J Campbell*
Ware .... *Licenceware*
PD Library .... *5th Dimension*
No of disks .... *One*
Price .... *£3.95 + 50p P&P*

Ever since *Lemmings* proved just how successful a good puzzler could be, programmers everywhere have strived to produce a simple yet addictive game that could simultaneously tax the old grey matter and entertain Joe Public for more than a few minutes at a time. *White Rabbits* is the latest such attempt. Whilst it is not quite in the same league as any of the games featuring those lovable suicidal rodents, it manages to be reasonably engaging and thought-provoking.

The objective is to guide a rabbit through 60 levels, avoiding traps and reaching the exits within increasingly strict time limits. The game is mouse controlled, with a couple of clicks causing our brave bunny to bound eagerly about as necessary.

With passable if unspectacular graphics and a few bearable tunes to accompany the action, *White Rabbits* manages not to annoy, even if it does fall some way short of audio visual excellence. Presentation is largely a secondary consideration in games of this kind anyway, and importantly *White Rabbits* has both a responsive control mechanism and plenty of long-term appeal. Since a good deal of gaming awaits those prepared to give it a chance, it should not disappoint the puzzle game fanatic.



If you don't move quickly, your rabbit has a quick snooze – that's him in the corner looking like a dollop of snow!



Green blocks can move vertically or horizontally. You just have to figure out the quickest (and safest) route.

EGG SCRAMBLE

By .... *Entactogenic Design*
Ware .... *Shareware*
PD Library .... *North Staffs PD*
No of disks .... *One*
Price .... *50p + 75p P&P*

I must confess to having been eggstremely eggcited when I first caught white of this title. Would it be better than the nest or might it not be a hatch on the competition? It really wouldn't matter feather or not it was any good, I decided, hatching a plan simply to use the game as an opportunity to crack some feeble yolks which everyone would have bird a thousand times before.





Purple duck's in trouble – that's a bomb!



Just deposit the eggs into your nest.



As you can see there's plenty going on.

Egg Scramble is a bizarre platform-based arcade game in which you play a bird competing against a computer controlled feathery foe to collect eggs and transport them to your nest. Making things rather more interesting are a variety of collectable bonuses which have varying effects, both on your score and on the gameplay in general.

The presentation throughout is nothing short of excellent, and the attractive intro screens are accompanied by suitably catchy music. *Egg Scramble* also has some of the busiest in-game graphics I have ever seen in a Shareware game, with all sorts of strange things flying around the screen.

Impressively the programmers have managed to maintain a frenetic pace throughout, with the numerous sprites not causing any noticeable slowdown in the action.

There are only three levels in this demonstration version, but the full version, available from the authors for a fiver, features fifty levels, as well as extra music, a saveable high-score table and numerous other enhancements.

APPLAUD SOFTWARE

33 York Road, Church Gresley, Swadlincote
Derbyshire DE11 9QG





BLOCKHEAD





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AMIGA FORMAT - "Good and Solid" 77%

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enquiries welcome

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In-depth reviews of hardware and software that you can trust

SERIOUSLY AMIGA



Just in case you're wondering – the red hair was originally for Comic Relief (I managed to raise £65), but now it's with me for a while, in these pages at least.

The news that Gateway have made a successful bid for Amiga Technologies couldn't have come at a better time. We have a lot of great products to show them that our favourite computer is still alive and well and really pushing the software and hardware envelope further with each passing month. All we really need now is a fast processor for all those 3D packages...

Ben Vost



AMIGA FORMAT'S REVIEW POLICY

is very simple. *Amiga Format* is staffed by some of the most experienced Amiga users in the world and what we say goes. OK?

WHAT OUR REVIEW SCORES MEAN

90+%	The crème de la crème. Only the very best, most versatile and effective products are awarded an *AF* Gold – the most highly prized rating there is.
80-89%	These products are very good, but there are minor flaws or areas that could be improved upon.
70-79%	Good games which are worth buying, especially if you have a special interest in a game type.
60-69%	Average products with somewhat limited features and appeal. Products in this category tend to be flawed.
50-59%	Below average products which are unlikely to impress your mates or your wallet. Avoid.
40-49%	Overwhelmingly poor quality products with major flaws.
Under 40%	The absolute pits.

Imagine 5

It used to be the Amiga's favourite 3D program – but have the competitors caught up? Graeme Sandiford finds out...



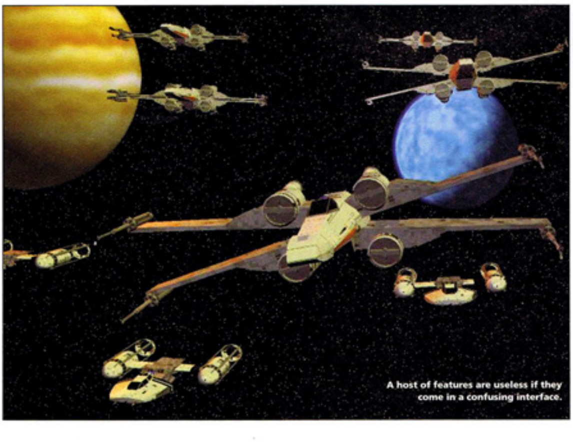
This highly detailed model of a US military Jeep even has a set of spades and shock absorbers – most impressive.

There have always been programs that take the Amiga beyond being just a games machine with a keyboard. The package that managed to get the most people to drop their joysticks and start to do creative things was *Deluxe Paint*. However close behind this landmark product was a program called *Turbo Silver* which, while not as popular, caused almost as much of a stir through its revolutionary nature.

Turbo Silver was one of the first 3D modelling and rendering programs that would enable any Amiga-owner (with surprisingly low system requirements) to create images infinitely more exciting and inventive than the shiny balls and chequered surfaces that most other affordable computers were so proud of. In time the program's features and user-base grew larger and its name was changed from *Turbo Silver* to *Imagine*.

"Most sensible 3D programs integrate as many features as possible into a few, or even one, editor."

After a while *Imagine* entered into a bitter and long period of competition with a program called *Real 3D*. This proved very healthy for both programs as both reached new levels of functionality and power. In the end *Imagine*, aided no doubt by distribution of 130,000+ copies of version 2 as a cover mount on issue 53 of *Amiga Format*, established itself as the Amiga's favourite 3D package.



A host of features are useless if they come in a confusing interface.

TOUGH COMPETITION

However, things have moved on and there are a lot more 3D programs available and *Imagine*, now in incarnation number 5.0, certainly has its work cut out if it's going make an impression on this market let alone regain its leadership. To be quite frank, *Imagine 4.0* failed miserably to provide enough new features or a sufficiently optimised interface to make it a viable choice for anyone who's interested or already experienced in 3D animation when programs like *Real 3D* and *Lightwave* are about.

Strictly speaking the program's problems don't really lie in its range of features, in this respect it more than holds its own against *Cinema 4D* and is almost on par with *Real 3D*. However the area where *Cinema 4D* (and even the notoriously difficult to use *Real 3D*)

COMPARING AMIGA 3D PROGRAMS

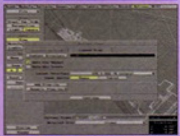
Program name	Cinema 4D 3	Imagine 5.0	LightWave 5	Real 3D
Particle system	no	limited	third-party	extensive options
Bones	none	yes	yes	yes
Inverse kinematics	limited	yes	extensive	extensive
Collision detection	no	no	third-party	yes
Procedural textures	no	extensive	yes	limited
Fractal landscapes	yes	no	no	yes
Fractal trees	plug-in	no	no	yes
Spline modelling	yes	limited	limited	extensive
NURBS modelling	no	yes	yes	no
Lens flares	yes	limited	extensive	limited
Object deformation	yes	extensive	yes	yes
Shrink-wrapping	no	no	no	extensive
No. of editors	1	7	2	1
Text features	plug-in	yes	yes	limited

CINEMA 4D



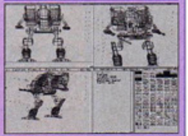
Cinema 4D **has been described as a mini-*****Imagine*** **as well as what *****Imagine*** **should look like.**

LIGHTWAVE



For many people, *****Lightwave* **combines power, flexibility and superb ease-of-use.**

REAL 3D



Getting to grips with *****Real 3D* **is no walk in the park, but the rewards are definitely worth it.**

"Of all the 3D packages available for the Amiga, Imagine has by far the largest selection of procedural textures."

completely out-classes *Imagine* is the design of its interface. Most sensible 3D programs integrate as many features as possible into a few, or even one, editor. But *Imagine* has all of its features spread across a quite ludicrous number.

It has been quite saddening to witness this poor program struggling over the years to keep pace with other 3D packages, while mercilessly burdened with more and more features without sufficient modifications to the interface to accommodate them. It's a bit like trying to turn a Mini into a people carrier by simply adding more seats. *Imagine 5.0* now has no fewer than seven separate editors.

HOW MANY?

For the benefit of those of you that have not used *Imagine* before, or at least not recently, we'll briefly go through the editors and their functions.

The first that you will encounter is the Project Editor. You are taken straight here when *Imagine* is run and this is where you create or load a project and then return to render it. Here you can control things like the rendering method, picture size, camera effects, motion blur and file formats.

The Forms Editor is probably the part of *Imagine* that is most over-looked, but it does have some interesting and sometimes even useful features. This editor is used for building models and works on a cross-section basis where the user defines several key cross-sections and the program attempts to smoothly link them together. The result, not without some degree of effort, is usually smooth or organic objects. These can then be loaded into the Detail Editor where they can be further modified.

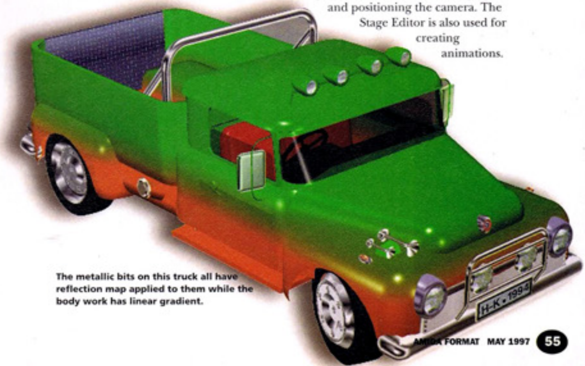
You will probably spend most of your time in the Detail Editor. It has the majority of the program's primary model tools and it is also the editor that has benefited/suffered from the most new additions. You can choose from a wide selection of primitive objects or use the program's extrusion, rotation and sweeping functions to craft your own. The Detail Editor also has an extensive range of object manipulation tools that enable you to pull, bend, stretch, taper and otherwise modify your object.

ATTENTION TO DETAIL

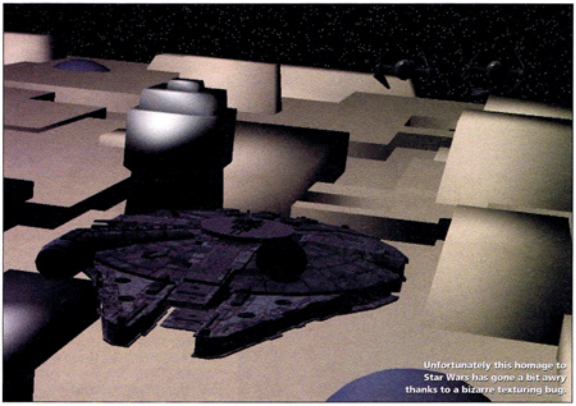
This is also the editor that is used to define the surface properties of your objects. Of all the 3D packages available for the Amiga, *Imagine* has by far the largest selection of procedural textures and from version 4.0, you have been given control over how they interact if more than one is applied to the same object.

To help you visualise what your surface will look like when applied, the attributes requestor provides a preview of your surface mapped on to either a sphere or plane. And to further aid your modelling endeavours the Detail Editor also sports a NURBS-like blobs tool and the ability to apply Stage FX to your objects.

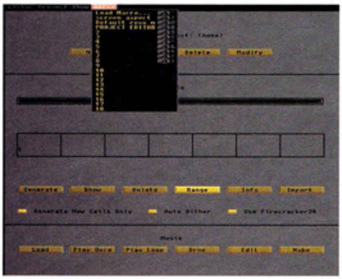
Speaking of stages the Stage Editor, as the name suggests, is the place where you bring all of the objects that you have created and set the scene or stage that they will finally be rendered on. You are given full control over adding lights and positioning the camera. The Stage Editor is also used for creating animations.



The metallic bits on this truck all have reflection map applied to them while the body work has linear gradient.



Unfortunately this homage to Star Wars has gone a bit awry thanks to a bizarre texturing bug.



Aside from support for Cybergraphics, an ARexx port and macro facility are the only new features.

However this is not the place where you edit things like ambient lighting, backgrounds, global fog or even apply Stage FXs. These things are handled in the Action Editor – yet another editor.

The two remaining Editors are the Spline Editor and the Cycle Editor. The Cycle Editor is probably the Form Editor's only competitor for the title of "Most Unused Editor". Many of its features would have been better located in the Stage Editor. The Spline Editor is the program's only implementation of spline-based modelling and it is hardly complete. It is pretty much limited to the construction of spline-based font objects which are then converted to polygons. While it does a good job of doing this, a lot more should have been done with it and similar results can be achieved within the Detail Editor.

"talented people have been doing great things with the program for years."

NEW ADDITIONS

Well those are *Imagine*'s main features (for a more detailed list see the feature comparison table), but what are the new additions to *Imagine 5.0*? Well there aren't quite as many as you might have expected – in fact there are only two; support for Cybergraphics screens and an ARexx port. Of course both are welcome additions but hardly huge leaps forward in 3D program development. The feature most needed – a severe revamping of the interface – is still missing. There are undoubtedly a great deal of potential benefits to be had from adding an ARexx port to a 3D program, *Lightwave* being a prime example, but *Imagine*'s implementation of ARexx doesn't make up for the short comings of the interface. If you are looking for guidance in creating your own *Imagine* ARexx scripts you will find a helpful and comprehensive list of commands, but no example scripts are supplied on disk or included in the documentation.



Imagine provides fairly intuitive hierarchical control of objects, which make animating hinges like this door easy.

FEATURE PACKED

The program does have a lot to offer in terms of features. There is a decent particle system, advanced (if somewhat confusing) bones, inverse kinematics and extensive modelling tools. But despite how good it might look on paper, when you are using a 3D program for pleasure you don't want to be grappling with an unnecessarily complicated interface. If you are looking for a 3D program for professional use you will find the time overheads extremely costly.

I would certainly recommend tracking down a copy of *Real 3D* if you are looking for a recreational package. It might be tricky at first but it is highly configurable and it keeps all its tools in the same screen. Professional 3D artists (with large wallets) will no doubt benefit from purchasing the ultra-easy-to-use *Lightwave*.

Ignoring all of the minor but annoying 'undocumented' features and accepting that *Imagine* is looking a bit long in the tooth, it has to be said that talented people have been doing great things with the program for years. Perhaps if enough of these people are still loyal to *Imagine*, then they will be able to make it better by utilising the ARexx port, but the chances are looking very slim indeed.

DISTRIBUTOR: Impulse
001 612 425 0557
PRICE: $100 (about £60)
REQUIREMENTS: 3Mb RAM, hard disk

SPEED: ●●●○○
Slow screen redraws – even on an '060.

MANUAL: ●○○○○
Could be subtitled "a rough guide to misdirection and ambiguity".

ACCESSIBILITY: ●●○○○
Interface over-complicated and over-burdened.

FEATURES: ●●●●○
Great if you can find them.

VALUE: ●●●○○
Only if you're prepared to work for it.

OVERALL VERDICT:
It certainly has the tools – but it will be darned if it will let you use them.

78%

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8373 Super Denise	£18·00	Video DAC A1200	£19·00
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VISA

PageStream3.2

The killer desktop publishing application we've all been waiting for is at last finished. But have Soft-Logik got it right this time after years of beta testing?

With many others I invested in the future of Amiga desktop publishing when Soft-Logik released *PageStream 3*. Back then, this wonder DTP application was hailed as the saviour for Amiga publishers, but over the years, Soft-Logik have struggled to get it finished.

Over half the alphabet seemed to go by before we finally saw a version resembling the finished article. That was version 3.1 which was released at the same time as a paid upgrade, V3.2. Now Soft-Logik are working on version 3.3 and striving to improve this already heavyweight application.

Three weeks have now passed since I took delivery of *PageStream 3.2*, and in that time I have been using it extensively for magazine creation, leaflets and so on. The really good news is that in that time I didn't have one crash. Solid as a rock – and for me, running on an '060 Amiga 1200, this was the best news of all.

It still does some quirky things. For example, when you type white text over a black box, the whole block is white so you can't see what you are typing. But on the whole, it behaved itself as well as most applications. Even fellow Amiga users who I've spoken to are impressed with the way it now works.

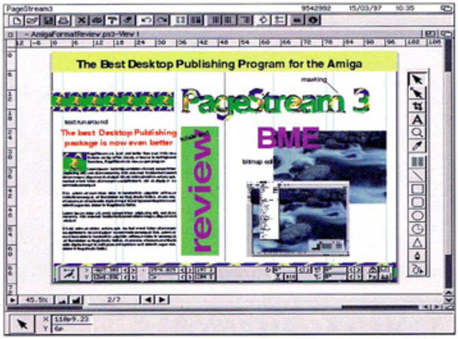
CHANGE OF FACE

Having last used version 3.0i, I was surprised to find that the most noticeable change in the finished version was the clean interface. These changes have made *PageStream 3* easier

UPGRADES

With more and more Amiga owners upgrading their machines, LH Publishing realise there are probably quite a few *PageStream 2* users out there who might like to have *PageStream 3*. For them, there is an upgrade price of £105, a saving of £20 on the normal price.

This is an offer only available from LH Publishing. A separate upgrade offer is available in the US from Soft-Logik. Contact LH Publishing for details.



***PageStream 3* has come a long way since it was released a few years ago and is now a very accomplished desktop publishing program which is now reliable as well as powerful.**

to use and less complicated. Prefs for the program are now all together in a familiar looking tabbed panel.

Not having a graphics card in my A4000 (yet), I wasn't able to test *PageStream* running on a 24-bit screen,



***PageStream 3.2* supports a number of palettes that can be left open to give you quick access to many functions.**

but now that everything seems to have been sorted out and the program is more than useable, I intend to change that situation. I understand that running the program on a graphics card makes a big difference to the speed and quality of the screen display – something very important in DTP.

> **"PageStream 3.2 is undoubtedly the king of the desktop publishing applications on the Amiga."**

The program was quite quick in 64-colours under AGA, although speed is relative to experience and when I used it on another of my Amigas, an '030, it felt quite slow. Those who haven't used an '060 probably won't notice that.

TEXT HANDLING

PageStream's handling of text is okay but there is still some room for improvement. On the plus side, the speed of text on the page is fine. Text can be easily placed inside shapes and formatted using powerful style sheets. *Wordworth* users will be interested to know that with an optional filter *Wordworth* documents can be loaded into *PageStream 3.2*, and pictures can be included as long as the images are bitmaps and not CGM.

On the down side, the text based editor you get with *PageStream 3.2* could be better. I'd like to see Soft-Logik hide the annoying formatting code. I also found that sometimes my text lost its formatting while going back and forth between the main program and the editor. The moral of this is simple. Make sure your text is well prepared before you place it on the page. It's worth noting that with the help of a few optional extras the text handling can be improved further. *TextFX2* enables you to warp text while a True Type filter will let you use True Type fonts as well as the



PageStream has its own printer drivers as well as supporting normal preferences drivers and PostScript.

Compugraphic and PostScript ones it already supports (amongst others).

GRAPHICS HANDLING

Like *PageStream*'s text handling, there a number of good and not so good points about the way *PageStream* handles graphics. I'm glad to say that the balance is very much weighted towards the good. On the plus side, *PageStream*



As well as a toolbox, *PageStream* also gives you a Toolbar and you can choose what tools you want in it.

not only imports and exports many graphic formats but also has a number of useful drawing tools of its own.

For me, the feature with the biggest wow factor is *PageStream*'s ability to mask graphics using structured objects. This enables you to create a heading, convert it to a drawing and mask everything



You can apply many different attributes such as hyphenation, tabs, kerning, colour and so on to selected text.

outside the lettering when placed over an image. This results in the text appearing to be filled with the picture.

EXTRAS

There are quite a number of extras available for *PageStream 3*. These include *TextFX2* (£29.99) for warping text on curves and so on, a True Type font engine (£14.99), a JPEG import/export filter (£14.99), a filter for importing *Wordworth* documents into *PageStream 3* (£14.99) and finally Gary's Effects (£14.99) for applying special effects to graphics in PageStream 3 and BME. All these extras are available in the UK from LH Publishing (01908 370 230).



Text boxes can contain any number of columns with an editable gutter.

You can also apply effects to pictures in *PageStream* – brightness, tiling and lots more. If the basic effects are not enough, more are available in the form of Gary's Effects. On top of all that, you also get a bitmap editor in the form of *BME*, which is like a paint package where you can crop, touch up and image process pictures. As far as import filters, *PageStream* supports a wide variety of bitmap



BME is a bitmap editor that lets you touch up images as well as apply special effects.

formats like BMP, GIF, PCX, TIFF and so on, as well as Illustrator, DR2D-IFF and Freehand. If you have an extra fifteen quid spare, you can also get a JPEG import filter for *PageStream 3* from the UK supplier.

With so much going for it, there isn't a lot left to be negative about. There is one thing that annoys me though. The ability to place a graphic into a shape, so it doesn't cover your whole page and more when it appears on your screen, doesn't work – or at least it didn't work for me. No doubt there is work around, but with the help of the edit palette, changing the size of such an image, even one you can't see the whole of, is dead simple.

IT'S A KILLER

All this brings me to conclude that *PageStream* certainly lives up to its killer application tag. A lot has changed since it was originally released. The ProPage import filter is gone for example, although Soft-Logik are reconsidering that. You don't get the amount of clip



Images that are imported into *PageStream 3.2*, can have a number of effects applied to them within the program.

MANUALS

LH Publishing inform me that versions of *PageStream 3.2* now shipping are doing so without manuals. There is a quick-start guide to get you going and extensive on-line help. Anyone buying a copy lacking a printed manual will be able to get a free one very soon.

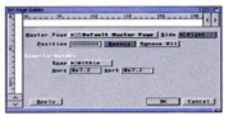
AMIGA GOLD FORMAT

art you used to get with the original version either. Not to worry though because the company bringing version 3 into the UK, LH Publishing, tell me they noticed this as well and are giving away a CD with each copy of *PageStream 3*, which more than makes up for the missing material.

There's a lot more I could say but the bottom line is that *PageStream 3.2* is undoubtedly the king of the desktop publishing applications on the Amiga. It's pricey and still not perfect but if you're on a tight budget then you can get either *ProPage* (£49.95) or *PageStream 2* (£25) and then upgrade later.



When you import images, you can leave them external which helps keep down the document file size as well as saving memory.



Guides are applied from this panel. It isn't as intuitive as simply dragging a guide from a ruler but you get used to it after a while.

DISTRIBUTOR: LH Publishing
01908 370230
PRICE: £125
REQUIREMENTS: WB2.04 or later, fast processor and at least 4Mb extra RAM

SPEED: ●●●●○
Nippy, considering how big it is.

MANUAL: ●●●●○
I haven't had any need for the printed version.

ACCESSIBILITY: ●●●●●
A clean and easy to use interface.

FEATURES: ●●●●○
Almost everything the Amiga publisher requires.

VALUE: ●●●●○
Expensive – but well worth it.

OVERALL VERDICT:
The killer desktop publishing application we've all been waiting for.

92%

Web Explosion

There are websites that look nice, and there are websites that look great. A lot of this is down to the images used and the time taken to download them. Some sites seem to mix and match different graphic styles and end up looking a mess. *Web Explosion* gives you a set of matched elements which results in a website with a consistent style.

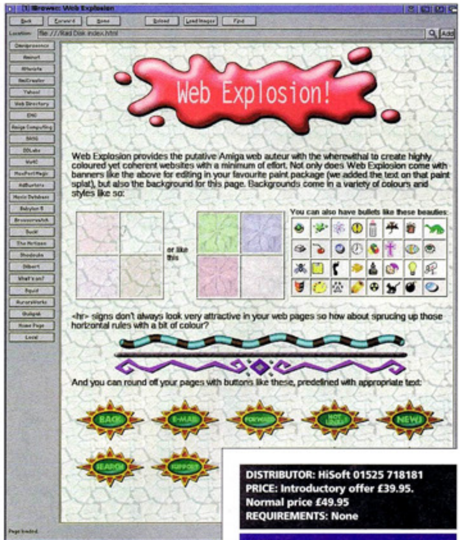
The package comes shipped with two CDs filled with clipart and images in GIF and JPEG formats and AIFF and WAV sound samples. The bundle also comes with a beautifully printed reference book that is half in colour and half mono. The colour section details all the custom-created clipart that Nova Development (no, not Nova Design – the people behind *ImageFX*, this is a different company) have put together.

FIND YOUR WAY

It should be stated at this juncture that the CDs are actually intended for PC and Mac use and thus have no Amiga software on them to help you navigate their contents. Fortunately the book makes that fairly easy, but all the images are just listed by number. Speaking of the images, it's hard to see exactly what use they could be put to on people's websites – usually if you want to devote the kind of screen area and download time to an image that's bigger than a Lo-Res screen, you have a pretty specific image in mind. All the same, I guess they could be used as the basis for new buttons, etc., but they will need a lot of work to become useful. I have a sneaking suspicion that they (and the sounds) have been put on the CDs to fill the collection up.

On the other hand, all the custom buttons are beautifully created and, unusually for a CD compilation, have been colour reduced where applicable to give the fastest possible download times. Each image is available in a variety of colours and sizes and they have been anti-aliased against both dark and light backgrounds to stop annoying fringing.

The bullets section has lots of different styles, but my main complaint is the lack of anim GIFs. Animated GIFs are still beyond a lot of people's capabilities and more of them would be a real plus point for this set.



Some of the huge range of images that come on the two CDs that make up *Web Explosion*.

CREATING ANIMATED GIFS

Making anim GIFs on an Amiga isn't actually all that difficult, especially if you have upgraded last month's Coverdisk *Personal Paint* to version 7. You can create them in the same way you would create a normal animation and simply save out the frames as identically-sized brushes for manipulation with a package like *WhirlGIF* or *GIF Toolkit*, or save them out of *PPaint 7* directly as an anim GIF.

As long as you keep your image size small and your number of frames down, anim GIFs can make a really good-looking low overhead addition to your web page.

DISTRIBUTOR: HiSoft 01525 718181
PRICE: Introductory offer £39.95. Normal price £49.95
REQUIREMENTS: None

SPEED: ●●●●●
Low colour resolution images make for speedy download times.

MANUAL: ●●●●○
Nicely printed and laid out, but...

ACCESSIBILITY: ●●●●○
...an HTML index would be better.

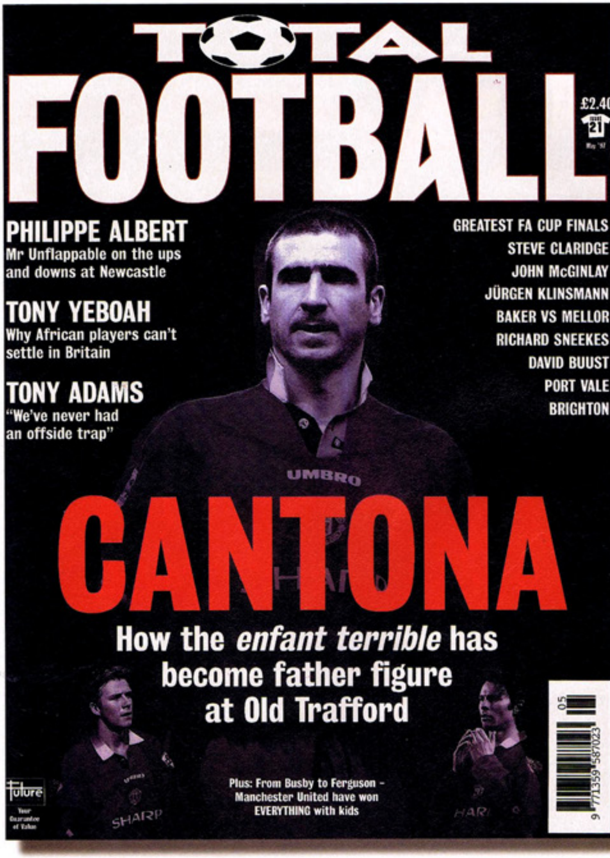
FEATURES: ●●●○○
Where are the animated GIFs?

VALUE: ●●●○○
Not bad value, but not that great.

OVERALL VERDICT:
A nice bundle for the artistically hopeless, but don't expect to use everything on here.

80%

MAGNIFIQUE!



ISSUE 21 ON SALE APRIL 17

MakeCD 2.1

The update to the best CD-writing software brings even more features, but will Nick Veitch find it too confusing?

Not too long ago, we (and by that I mean a very small band of Amiga developers, as few people had CD writers at the time) were forced to use Commodore's sad old *BuildISO* software to prepare CD-ROMs.

Things have changed a lot since then. It's no longer necessary to construct CDs in two stages. You no longer require an intimate knowledge of the block sizes used by the ISO standard and which level of the standard to apply. With *MakeCD* writing a CD-ROM has become almost as simple as copying files from one directory to another.

We reviewed *MakeCD* in January (*AF93* 86%) but this latest version sees several important changes including some useful new audio features. You can now play audio tracks without leaving the software (you can even adjust the volume). It is also possible to adjust the speed for audio reading (as some drives struggle to supply audio data at their stated speeds, resulting not in underruns, but in bad audio data). Also, there are more features for adjusting audio block length, start blocks and pause blocks.



MakeCD **now supports block devices, for thoroughly testing ISO images before writing.**

TRY BEFORE YOU BURN

Choosing to use the new Blockmedium target means that you can test out the creation of your ISO image without actually burning a CD. Setting up a blockmedium does mean turning over a whole device, which you can't effectively use for anything else, but it does provide a more reliable way of writing to the CD.

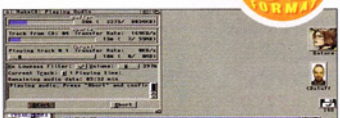
Another welcome change is that *MakeCD* now leaves enough memory free for creating the ISO image when allocating buffers, so the more memory restricted won't get a nasty surprise when creating disc images. It is also possible to change the chunk size of the buffers. Using a smaller size can help with devices which have small internal buffers, but obviously a larger size can give a greater transfer rate. Speaking of which, you now get a graphical display of the transfer rate as the software is working which can be useful for diagnosing problems.

SOFTWARE TO LEAN ON

It is difficult to quantify some of the changes but the whole system seems much more reliable and stable. The major problem you will encounter with CD-writing software is the dreaded buffer underrun. We saw plenty of them in the early days, but it's now almost a thing of the past.

Multisession support has been greatly improved. Writes can now start at arbitrary block values. Also you can simply add previous tracks from the CD-ROM as ISO image sources.

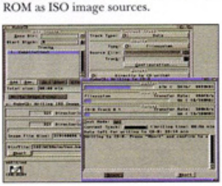
In order to accommodate all these changes and extra features, the user interface has changed a bit too. Some of the settings which were previously only available from the menu on the main screen are available on relevant windows (e.g. it is possible to toggle test mode on and off from the Write window). Obviously this is good for those who know how to use the software, but it does tend to make the interface a little cluttered. This area seems to cause the most difficulty – until you get used to it, it can be very confusing.



Using ***MakeCD*****, it is now possible to play audio tracks (primarily to check them) direct from the source.**

SUPPORTED DRIVES

At the moment, MakeCD has specific modules for supporting Philips CD2000, Philips CD2600, Plextor, Sony, Toshiba , NEC, Atapi and Yamaha writers. Most writers are supported though, as many of them are Philips CD2000 compatible (such as the unfathomably popular HP4020 writer, the Mitsumi 2401 and so on). And even if they are not, it can only be a matter of time. Most drives will work with the generic CD_ROM module, but this does not support CDDA. The drivers are updated on an ongoing basis.



Now we're writing. ***MakeCD*** **allows writing direct to CD, so you don't have to have 660Mb of free hard drive space!**

PRICES

The authors of ***MakeCD*** **have adopted a very sensible and flexible approach to pricing. A registered version for private use costs only 75DM (at current exchange rates, about £28), while for operating commercially (i.e. cutting one-off CDs on a paid basis) the price goes up. If you want to create production masters for mass duplication, you will have to negotiate an appropriate fee.**



If you have to abort, it isn't necessarily fatal, as you can see from these options.

DISTRIBUTOR: From the author or via Aminet. Angela Schmidt <Angela.Schmidt@stud.uni-karlsruhe.de> Patrick Ohly <Patrick.Ohly@stud.uni-karlsruhe.de> http://www.uni-karlsruhe.de/~un60/MakeCD.html
Tel: +49 721 695307
PRICE: see boxout

SPEED: ●●●●○
Faster than ever and vastly superior to competitors.

MANUAL: ●●●○○
Sufficient on-line help.

ACCESSIBILITY: ●●○○○
Can be confusing to newcomers.

FEATURES: ●●●●●
Easily the best featured software of its type on the Amiga.

VALUE: ●●●●●
Great value for all.

OVERALL VERDICT:
Once you have used this software, it is impossible to do without it.

94%

SX-32 Pro

After a long break from writing, please welcome back Pat McDonald looking at the latest SX expansion.



SX expansions have always given CD³²s a "pregnant with power" look to them.

The SX-32 Pro is the latest in the SX series of expansions for the CD³². When the first 32-bit CD console was released back in 1992, it seemed reasonably cheap at around £400. Nowadays, these units are changing hands in the £50-£100 price bracket, making it the cheapest AGA compatible Amiga system.

> **"This expansion gives CD³² owners real computing potential."**

However, you can't do much with a CD³² except use CDs. If you wanted a "proper" personal computer, with floppy or hard disks, keyboard and fast RAM beyond the 2Mb built in to a CD³², the A1200 or a IBM PC clone seemed the only options. But this expansion, like all SX expansion systems, gives CD³² owners "real" computing potential.

Like the SX-32 Mark 2 (*AF94* 96%), the Pro model has high impact connectors to physically join onto a CD³². Unlike the Mark 2, the Pro model has a 50MHz '030 CPU with built in MMU and a 50MHz 68882 FPU as standard – the Mark 2 only had 33MHz processors. A ribbon cable for connecting external IDE drives is also included as standard.

Up to 64Mb of fast 32-bit RAM can be attached. An onboard jumper can make use of SIMM modules which have access times faster than 60 nanoseconds. This gives a few percentage points of extra speed if you want to pay for faster SIMMS.

An internal 2.5 inch IDE drive can be fitted, and either a PC or Amiga keyboard – again, this is chosen with a jumper.

SNAGS

The SX-32 Pro packs a lot inside a CD³² case and this extra hardware inevitably means more power consumption. Eyetech supply a suitable supply for £70. To keep the insides below 25 degrees Centigrade, Eyetech will also fit a fan in your CD³² if you like.

The only other negative point about a CD³² and SX-32 Pro is the lack of PCMCIA or SCSI interfaces. These aren't technical, but practical problems.

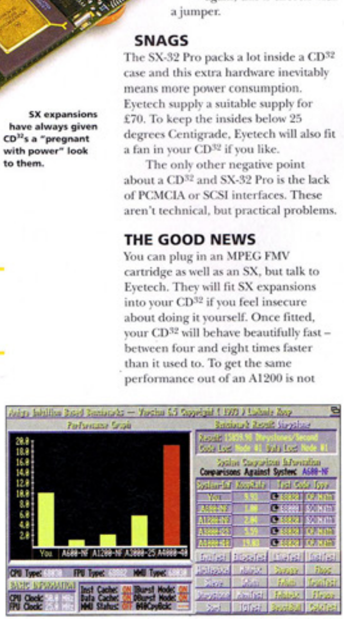
THE GOOD NEWS

You can plug in an MPEG FMV cartridge as well as an SX, but talk to Eyetech. They will fit SX expansions into your CD³² if you feel insecure about doing it yourself. Once fitted, your CD³² will behave beautifully fast – between four and eight times faster than it used to. To get the same performance out of an A1200 is not cheap. A Blizzard with FPU costs about £210, not forgetting £20 for an AlfaDuo EIDE interface for two IDE drives.

Even then, a CD³² with an SX offers a more potent AGA system than the A1200. CD³²s have an Aikiko "chunky to planar" chip. Certain versions of *Shapeshifter* support this, although most software will run practically the same on both systems.

The Pro includes five external D-type connectors not mentioned yet; standard Amiga floppy, 25-pin parallel, 25-pin serial, 23-pin video and 15-pin VGA, for using cheap PC monitors. Add this to the built in composite phono video, 4-pin S-VHS and domestic TV display outputs; that's five different graphics connectors.

This expansion transforms the CD³² from a second rank CD games console into a highly effective multimedia display system that interfaces easily to other video and audio devices. Maybe one day we'll see "SX Lite" expansions – cheaper units just with extra RAM and processor enhancements. Or maybe we'll see a successor – an '030 based AGA CD Amiga with built in MPEG playback for just £200.



The FPU is running at 25MHz. Motorola don't recommend it, but if you want to halve the speed of your 882, there is a jumper to do just that.

DISTRIBUTOR: Eyetech Group Ltd.
01642 713165
PRICE: £349.95 bare unit, £399 including 8Mb RAM
REQUIREMENTS: A more capable PSU.

SPEED: ●●●●●
Gives the fastest fully 32-bit Amiga based console yet.

MANUAL: ●●●●○
Poorly produced but quite clear and informative.

ACCESSIBILITY: ●●●●○
Tricky for the novice.

FEATURES: ●●●●●
Everything except PCMCIA or SCSI.

VALUE: ●●●●○
Expensive, but compact, reliable and a massive power increase.

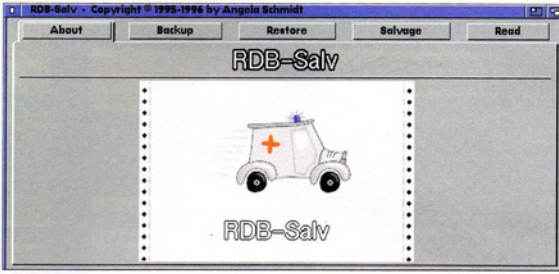
OVERALL VERDICT:
Gives the CD³² lots more punch!

95%

RDB-Salv

ON THIS MONTH'S CD
AFCD13:-Seriously_Amiga-/Commercial/RDB-Salv/

Ben Vost discovers a program that really could save the day – or your hard drive at least!



An ambulance is an appropriate image for this program, particularly since it's a bit more wholesome than showing a padded cell and strait jacket.

Ever had that sinking feeling? You switch your machine back on after a rather spectacular crash and you get the "disk going into the drive" Kickstart screen instead of your machine booting. OK, you think, it might just be that the drive's a bit slow to boot – I'll reboot. Still nothing. Now you start to think something might be more seriously wrong, but you aren't panicking just yet, you've got other tricks up your sleeve.

You boot with your emergency hard drive recovery disk, the one with with your copy of *SCSIMounter* and *DiskSalv*. You boot to Workbench and the icon for the hard drive with all your really important stuff on isn't shown on screen. OK, time for *SCSIMounter*. *SCSIMounter* finds the hard drive all right, but when you try to mount it it tells you that the drive has an invalid RDB, or Rigid Disk Block. OK, now it's time to panic. You've got hundreds of megabytes of hard work, programs and stuff on that drive and you can't recover it no matter what you do. Aargh!

BREATHE DEEPLY

OK. Now take a deep breath. You forgot one thing. That copy of *RDB-Salv* you registered a while ago and forgot all about. *RDB-Salv* is one of those programs you won't find yourself using very often unless you're particularly careless with your machine's hard drive, but when you do need it, it is invaluable.

The idea behind it is that it searches your corrupted hard drive for partitions and looks for the information pertaining to partitioning info – the Rigid Disk Block. Once found it can attempt to salvage what's left of the RDB from your hard drive and recover the partitions for you. It will also backup your RDBs and restore them should they get lost, so that you don't need to go through the long-winded process of having to salvage your RDBs – something that will have you biting your nails hoping that it will work (which it invariably does).

THINK AHEAD

The only caveat I have for anyone backing up their RDBs is don't put them on your hard drive. Keep a floppy disk with RDBs and emergency mountlists handy. The reason should be obvious enough. If you save your RDBs on your hard drive, and your hard drive goes down, what good will they be?

The same principle applies to backup indices and catalogues and passwords and serial numbers – it's a pain to have to reformat your hard drive, but it's even worse to realise that you don't know that 30 digit serial number for your favourite paint package by heart, and it won't let you use it again without one.

If the intro paragraph sounds a little realistic, that's because it is. I had exactly the problems I described, but *RDB-Salv* came quickly and efficiently to my rescue. As I say, it's probably not going to be on my "most used" list, but if you don't have it when you need it, you'll be looking at losing all that data. Unless you're the sort of person that religiously backs up their hard drive every week onto hundreds of floppies, that's a bitter pill to swallow.

AMIGA FORMAT GOLD

DON'T FORMAT!

Every Tuesday, on reader call day, people casually mention that they had something wrong with their hard drive, so they just reformatted it! The only time you should ever need to reformat your drive is if you need to change partition sizing on it. Along with *RDB-Salv*, there are a number of software tools, costing very little, that you can use to repair any damage that has been done to your machine.

First up, you should have a method of backing up your drive, in case you need to reformat. There's a backup program that comes with your Amiga, but my advice would be to get another. *ABackup* is a very good Shareware backup program, and *AmiBack Tools Deluxe* is a superb all-round package that not only acts as a backup program, but also optimises, repairs and recovers deleted files. However, it is a commercial package which retails for about £50.

DISTRIBUTOR: Angela Schmidt (Angela.Schmidt@stud.uni-karlsruhe.de) +49 721 695307
PRICE: 30DM (refer to docs)
REQUIREMENTS: A hard drive!

SPEED: ●●●●○
Every second counts when you're panicking!

MANUAL: ●●●●○
Online documentation.

ACCESSIBILITY: ●●●●●
Easy peasy lemon squeezy.

FEATURES: ●●●●○
There just aren't that many to be had.

VALUE: ●●●●○
Invaluable, when you need it.

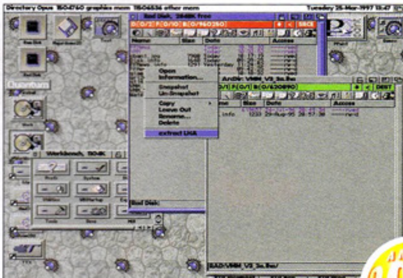
OVERALL VERDICT:
Not often useful but essential for when you most need it.

90%

Directory Opus 5.5

We want to see more reviews written by you. Tell us what you think about *Final Writer*, *Personal Paint*, *PageStream*, *CanDO* and *Imagine*, and we'll print it for everyone to see. Remember we would also like a photo of yourself and if you have something you've created with the software, or a photo of your hardware set up, then send that along too!

Directory Opus 5 might be considered by many to be too new for a long term test, but if you own it, you'll know that tweaking it and adjusting settings can mean that you rapidly become very familiar with its power and foibles. Speaking personally, I was very happy with my *Directory Opus 4*. It worked to perfection and was very fast and I was loathe to make the move to five. I didn't like the "looseness" of it with windows all over the place and when it came to multitasking, well I could just run another *Opus 4* if I really needed to copy more than one lot of files at once. However, after many jokes from Greg Perry about me being a luddite, I decided to take the plunge. The first week or so, I was complaining incessantly about *DOpus 5*'s shortcomings and I have to say that 5.11 had a lot. 5.5 is far superior and I look forward to new revisions with interest.



You can use *DOpus5* as a more powerful version of Workbench.

It is a big package to get to grips with and I still feel that some things need better explanation – the User1, User2, etc. commands being a case in point, but other than that some trial and error will get you going.

While *DOpus* 5.5 is a real boon for people who run screen resolutions of 640x512 or higher, it can sometimes get a bit cluttered on a normal PAL screen, but then I guess you just need to alter the way you work with it.

One other complaint is that while you can run *DOpus* as a Workbench replacement, it doesn't keep the same keyboard shortcuts, so, while attempting to create a new drawer, you can find yourself opening new listers. But these are minor niggles and at long last, I can see that *Directory Opus 5.5* is possibly the most important piece of software available for the Amiga today.

ANOTHER VIEW

Nick Donelly has also been using *DOpus 5.5* since it came out. Here's what he thinks of it:

Still using Workbench? Wake up and smell the multitasking future! *DOpus 5* will take your early 90's operating system and hurl it into the 21st century. *DOpus* sets free the Amiga's multitasking power allowing simultaneous file handling, program groups, user-definable menus, program execution from text or graphics-based buttons and many more advanced features.

While *DOpus 5.5* is a great program it is not perfect. I get redrawing bugs on screen and sometimes listers freeze up and there are also some important improvements that I think could be made to the program. You should be able to lock button banks to positions on the screen, not just snapshot them there – they should become part of the screen. You should be able to edit the standard menus as easily as you can create your own since there isn't even a "Copy disk" function in the icon menu (although there is one on the pop-up – Ben).

However, overall this is an excellent program which has revolutionised the way in which I use my Amiga. I would give it 92% (and more if the niggles were fixed).

USER WHAT?!

The User commands in *DOpus* are its most powerful feature, but their use isn't well explained in online or hardcopy documentation. Follow my lead and you'll see how powerful they are:

1. Edit filetypes and pick a picture format you've defined to use an external viewing program. Go into the edit window and copy the settings. Now double click on the User1 command in the main edit window and paste your settings (but remove the "Run Asynchronously" tag).
2. Repeat this for your other file types – especially for pictures sounds and animations.
3. Set up a button in your toolbar that looks like a viewer. For the click command simply enter User1.

Now no matter what the file you have selected is, when you click on your new tool it will show it or play it. What I have done is set up a User2 command for each of these filetypes that edits whatever file is clicked on and I have assigned it to the right mouse button function on our new button.

DISTRIBUTOR: Wizard Developments
01322 527800
PRICE: £49.95

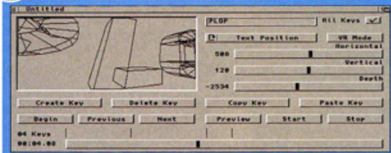
OVERALL VERDICT:
The future of Workbench.

96%

CD-ROM round-up

Lights! Fanfare! For once again it's time for Nick Veitch to spin the silver platters.

UTILITIES EXPERIENCE



NTitler is one of the useful utilities for video enthusiasts.

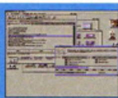
Sadeness 01263 722169



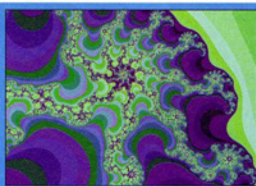
King Prawn to Bishop 5. I'm obviously playing Black here, honest.

We have been a little remiss in not reviewing this CD previously, as it was released some months ago. Never mind though, for although some of the utilities may have been updated in the interim, this is still a very impressive collection.

I would warn purchasers against adopting the recommended screen preferences, if you value your retinas, but aside from that, the CD is well put together (though the assign script is a bit hidden away).



Equations abound in one of the graph plotters.



Explore one of A. C. Clarke's 7 wonders with *Fractint*.

The utilities are organised into a fairly familiar range of drawers, from Business to Miscellaneous, and contain a wide and varied selection of tools. The miscellaneous drawer is actually one of the most interesting, as this is where you will find things like *Amiglobe*, an excellent on-line atlas, *Agaswitch*, which turns off your AGA chipset without rebooting and the rather fantastic Graph2D, which will plot your functions.

The only area which seems a little weak is the disk tools. Apart from several different CD filing systems, there are very few disk reorganisers or virus protection programs here. But there is certainly plenty of useful stuff and it's well worth the excellent-value asking price.

AMIGA FORMAT GOLD

VERDICT 92% £2.99

SOUNDS TERRIFIC II

Weird Science 0116 234 0682

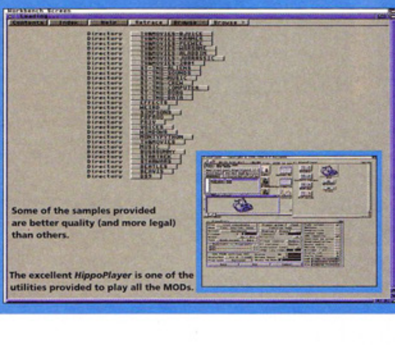
I never saw the original *Sounds Terrific CD*, so it is a little difficult to compare this one with it, but I imagine it was organised in much the same sort of way.

Essentially you have not one, but two CDs, full of everything musical. For a start, as you can imagine, there are hundreds of MODs. Obviously the quality of these varies horribly, from the "I know it's supposed to be experimental, but my brain hurts" to the quite listenable to.

As well as including loads of MODs in standard Soundtracker format, you will also get to hear loads of tracks compiled on the PC. These are also in a standard Soundtracker format, and it would be interesting if you could spot any general differences between them.

If that isn't enough for you, there are plenty of samples, roughly corresponding from the ST01 disk to ST68. Any number of drum loops, cow bells and dogs barking can be found here.

In addition, there are several dozen WAV files which range from rather legally dubious samples to the quite bizarre. I now know what an upset Panda sounds like for example. There is also a whole load of Midi-type stuff tucked away on the second disk, and a whole host of LHA'd utilities.



Some of the samples provided are better quality (and more legal) than others.

The excellent *HippoPlayer* is one of the utilities provided to play all the MODs.

All the sounds and modules can be played through an expertly constructed AmigaGuide file, which uses the tremendous *HippoPlayer* and *Play16*. The disk also comes with a copy of Timm Martin's *Sid*, which can be useful for rooting out the files you are interested in if you don't have a more up-to-date directory utility.

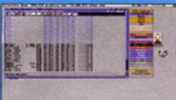
There is only about 30Mb of PC specific stuff on each disk, so you still get over 1Gb of musical nonsense for your delectation, which can't be bad value.

VERDICT 86% £19.95

AMINET SET 4



As ever, there are plenty of pretty pictures to look at.



All this and more! A full version of *DOpus 5.11* is included!

EPIC 01793 490988

If you have missed the previous few *Aminet* discs, or you only collect the sets, don't miss out on this one.

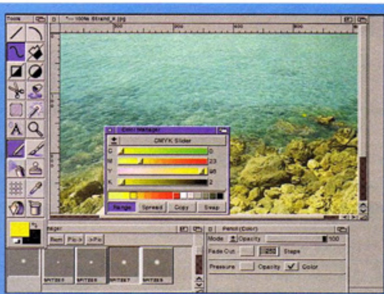
Tool addicts will need to get their hands on things like the latest versions of *MCX* and *MCXP, VirusZ-II* and the rather essential *Executive* (which cunningly makes it seem like your Amiga is a lot faster than it really is, by dynamically allocating task priorities).

On the games side, there is version 4 of the unsurpassed *VChess*, the intriguing *Blokout*, the rather temperamental (on my '060 anyway) *Speedracer* and more.

For the text-oriented of you, you will find versions *GoldEd* and *Edword*, and various utilities for these programs, including C++ and E parsers, macro converters, TeX scripts and the like.

As ever, the whole disk is catalogued with what has to be considered the most effective CD indexing system ever. You can search for any file on any *Aminet CD* with this index, and find just about every bit of PD ever produced.

As if all this isn't good enough, you will also get a full version of *Directory Opus 5.11*, which is, as you should know, heartily recommended by *Amiga Format*. In fact, even the luddite Vost now uses version 5.5 of *DOpus*.



Try out some of the latest commercial software, such as *Art Effect*, with the demos contained on these CDs.

VERDICT 95% £34.99

GEEK GADGETS

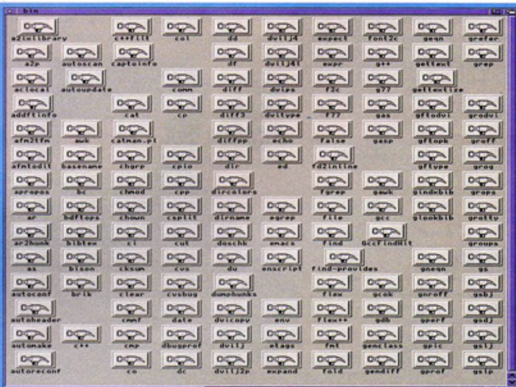
Weird Science 0116 234 0682

Are you a geek? In this context, it seems to refer to anybody who is interested in the darker arts of programming the Amiga, for this CD is essentially a collection of source code and programming utilities.

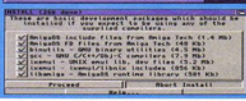
This collection is put together under the auspicious title of Amiga Developer Environment. From what one can gather from the associated documentation, this group is a loose collaboration of independent Amiga coders, up to all sorts of things. The idea is that by sharing these projects that various people are working on, either as completed files or just as work in progress, other programmers around the world will have access to a huge amount of data.

If you want original GNU source for a whole range of UNIX-style applications, a Fortran compiler, the complete Emacs source, an alpha version of a Java-like language, the latest implementation of *X-Windows*, a Unix Postscript interpreter and all sorts of other stuff, this is probably the only CD you'll find them all on.

Hopefully future releases of *Geek Gadgets* (the compilers plan to issue a CD every three months) will be better presented, because much of the stuff on the CD is very difficult to find and not terribly well explained – but obviously if you are a true geek, that won't bother you.



What a lot of executables. You will have to work out how to use them yourself.



This CD does have a rather useful install utility though...

VERDICT 78% £19.95

Workbench

Learn all about SCSI chains, hard drives and the secret messages contained in Workbench. Graeme Sandiford is taking the lesson. Send your own queries to: Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

UNEXPLAINED

I have Workbench 3.0, a 200Mb hard disk, a 4Mb RAM expansion and a Canon BJC-210 ink jet printer.

Every time I play a game, or use a program like *Personal Paint* the Amiga either locks the mouse and keyboard out and I have to reboot, or the Amiga just crashes and displays a software failure message which is either 8000 0001 2 3 4 or 8.

Where can I get a BJC-210 driver for the Amiga because I have to use other printer drivers or *Easyprint*?

Richard Downer
Bradford

Try using the Amiga without the RAM expansion. If it still crashes, try using the Amiga without the hard drive. If it still crashes, then I'm afraid the A1200 is faulty and you'll need to get it repaired. If it only crashes with the other hardware, then either:

1. Your PSU is struggling, (not very likely)

2. One of the items is faulty,

3. The memory or hard drive isn't fitted properly. In particular, check that the memory expansion is securely fitted. I don't know of any PD drivers off hand, although Canon do produce their own commercial driver. Perhaps our loyal readers will help us construct a list of printers and where to get suitable drivers.



A QUICK GUIDE TO... HARD DISK DRIVES

1 Hard drives are like floppy drives but much faster, and can hold more data. There are two common interface standards: IDE and SCSI. IDE drives are usually cheaper, SCSI drives are more flexible.

2 The Amiga A600, A1200 and A4000 models have built-in interfaces for IDE hard disk drives, although the operating system refers to them as SCSI devices, probably just for a laugh.

3 The A1200 and A600 were designed to house the smaller-than-usual 2.5" IDE hard drives. These drives are quite expensive and smaller capacities, such as 40Mb or 80Mb, are more common.

4 It's possible to squeeze a slim-line 3.5" drive into an A1200. This saves money and gives better performance, although a special adaptor cable is required.

5 The A4000 has a standard drive bay, allowing up to two 3.5" hard drives to be mounted.

6 The A1200 can be fitted with a SCSI interface by means of a card which slots into the PCMCIA slot, an add-on card for an accelerator or a dedicated card which fits inside the case. The Amiga can then use SCSI hard drives.

UPGRADE TIME!

My system is as follows, a 6Mb A1200 running Kickstart 3, Workbench 3 and a 2.5" Hitachi 810 hard drive.

1. I am considering purchasing the Mk2 SCSI Powerstation by HiQ. Can I install a second hard drive which would work in conjunction with the one inside my A1200?

I would also like to fit an internal tape drive and would like to know which one you recommend, the SyQuest or the Iomega?

2. How exactly does the Blizzard 1240/40 connect inside a tower? Some people have said that it fits inside the Amiga and just uses the extra power supplied from the tower's PSU, while others said it uses up one bay in the tower and the fan is powered by a 3.5" HD connector.

Alasdair Simpson
Mid Lothian

1. No, not directly. It's not possible to chain a 2.5" and 3.5" drive as an IDE Master/Slave pair. Unless you are lucky, the 2.5" drive will not have any jumpers allowing you to set the drive to operate in this way. As you know, 2.5" drivers were designed for notebook and laptop computers and it was thought unlikely that two would ever be used together.

That said, I have heard of some IDE buffer systems designed for CD-ROM drives which apparently offer up to four IDE devices at one time. It's possible that you could connect two hard drives using this approach.

2. How it fits depends a great deal on the design of the tower. I can't imaging it fitting any differently than any other A1200 accelerator card. The power for the fan is no great deal – it can be "borrowed" from the floppy disk drive connector if all else fails.



It may be possible to connect two hard drives using an IDE buffer system.

FLASHER

I'm having a problem with my A1200. I have a Blizzard 1230-IV with 8Mb SIMM, a 2 speed external CD-ROM via Squirrel, 1.7Gb 3.5" IDE hard drive and external floppy.

Upon booting up (whether from floppy or HD) the power light quickly flashes off and then on, causing my machine to reboot. This happens randomly and it is really frustrating when in the middle of an application or game.

The problem seems to have started since fitting my HD inside my A1200

MONITOR MADNESS

VISION EXPRESS

I have an A1200, 2.5" 120Mb hard drive, an Apollo 1220 with 4Mb of fast RAM and an external drive. I am looking for a cheap monitor and saw an advert in *AF* offering to convert an Amstrad 464 monitor by buying a custom made lead for £10. As I have seen adverts for Amstrad monitors for as little as £15, could you tell me if it's worth my while buying one? Would the picture be clearer than my portable TV? Is the Amstrad monitor old fashioned in design or will it look okay sat next to my A1200?

Also, while I am using *Deluxe Paint 4* from my hard drive, is it possible to load an audio CD into a CD-ROM drive and play my Oasis CDs at the same time, or would I have to play them form my Hi-Fi in the next room and annoy my neighbours?

Keith Charlton
Billingham

The Amstrad colour monitors have resolutions very similar to that of colour TVs, so I would advise that you keep saving, and look out for a second hand Philips or Commodore badged monitor. The Amstrad monitors are quite large and bulky, and could not be described as state-of-the-art.

Yes, you can play audio CDs. There are dozens of utilities available which will give you a "remote control" window on your Workbench, and from there you can select a track, play, pause and fast forward. Many players will also remember the names of the tracks on the CDs and will display them. A Hi-Fi CD player with similar features is very expensive.

BORDERING ON THE EDGE

I have a problem with my screen mode and am looking for help. I have a Microvitec 1432 monitor. When in multiscan, productivity or dblpal mode I do not get a full screen. There is about a one inch blank, grey strip down either side. What must I do to fill the entire screen? I have tried adjusting the overscan, but this will not allow me to go any wider.

Mr B D Walker
Wakefield

I'm afraid there isn't a lot you can do about this. You'll have noticed that the horizontal adjustment on the Microvitec isn't good enough, and sadly, that's about it. There may be a few hacks to the monitor drivers to increase the screen a bit, but you'll always have a border of one size or another.

MONITOR

I own an A1200 and 80Mb hard disk with a Blizzard 1230-IV and 4Mb of fast RAM. I also have a PC with a SVGA monitor. I thought it would be nice to use the PC's monitor with my Amiga so I bought an adaptor to plug it into the Amiga and ran Productivity mode. Everything works fine for about 10 minutes but soon I get small white lines flashing in certain places of the screen. As time goes on more spring up.

Any idea what they are and how to get rid of them? It got so bad one time that the whole screen went blank. The monitor works fine on the PC but the same thing happens when I run Super Hi-Res Laced through my television. Could it be a hardware problem on the Amiga? I want to get a multisync monitor for the Amiga, but I'm not sure if the flashy white lines will crop up on that as well?

Andrew Gillen
via email

Although in theory the Amiga can drive a PC monitor, in practice this isn't always the case. The problem is, that by default the Amiga is very good at producing video signals for use with televisions. The AGA chipset provides a feature to increase the frequency of the video signals to drive a monitor. Sadly, the frequencies are not exactly what most SVGA monitors require. Some monitors will work fine, others will work for a few moments and then the image will "drift" leading to all sorts of flashing lines. It sounds as though this is exactly what's happening to your system.

You might try dragging the file "VGAOnly" from the Storage/Devs/Monitors directory into your Workbench/Devs/Monitors. When you reboot, this driver will attempt to adjust the frequency to better suit the PC monitor. It's sometimes also worth experimenting with a program called MonEd as this fiddles with the Amiga hardware directly. You'll find this on this month's AFCD in the AFCD13:-In_The_Mag-/Workbench drawer. Be careful with this though – it can potentially damage your monitor. In any case, it's unlikely that this is due to a problem with your A1200 and so a multisync should work perfectly.



If you want a clear, flicker-free screen then you need to invest in a decent monitor

and I was wondering if it could be a power supply problem as I just have a standard PSU. I have had similar crashing problems in the past but I had it fixed by Dart Computer Services and everything seemed OK until I got my HD. Should I invest in a bigger PSU or could the problem lie elsewhere?

Mark Brockbank
via email

There are several things which could be wrong. The first is that there isn't enough power to drive your A1200 and all the extra hardware you have added. Try disconnecting the external floppy disk drive – you shouldn't have much use for it now anyway. Then try using the computer without the CD-ROM drive. If either of these makes a difference, then I would blame a lack of power and suggest you get a new PSU.

If your Amiga is still crashing, then does it crash when the hard disk is being accessed? Or does it crash if you simply leave it alone? If using the hard drive causes the crashes, it's possible that the drive's MaxTransfer setting is incorrect and this is causing corrupt data to be read. Adjust it using HDToolBox.

If the computer crashes all by itself, then I would have to suspect a faulty Amiga. Try running it with no extra hardware at all – if it still crashes, then I'm afraid it's time to bring it back to Dart.

NO DEFRAG

I have some problems defragmenting my 1.6Gb hard drive with the supplied defragmenting program. Workbench takes up 250Mb, and Work takes up the rest, and it's Work which I can't defragment.

I have an A1200, Blizzard 1230-IV and 8Mb RAM. Are there any decent programs out there for the larger drive or is there any help you can give me?

Jonathan Freeman
via email

The Amiga Workbench doesn't come with a defragmenting program, so I don't know which one you mean when you say the "supplied" one. I would recommend the



If you need more power then the *Format Gold* winning Prima Atom from the First Computer Centre (0113 231 9444) is ideal.

Continued overleaf ➡

Quarterback Suite (Wizard 01322 527810) though. Remember, you can easily defragment a drive by copying all the files off it, and then copying them back on again. Obviously this won't help you much at the moment, although perhaps you should re-consider your partitioning decision, and maybe split Work into two drives.



A program designed specifically to help you find and correct disk errors, recover files that have been accidentally deleted, and optimise your disk access.

IT'S ALL IN CODE

I have an A1200, Magnum, 16Mb RAM, CD-ROM and now a modem! I have been reading about the adventures of the Internet and so here I am – but I haven't got all the software I need. I have a file sent by a friend via email but how do I decode it? I think it's called "uuencoded" but I'm not sure.

Hadge Hughes
via email

In order to send binary files as electronic mail, they need to be converted into a suitable code. One way to do this is to use UUENCODE, which takes a binary file (such as a program, or an archive of programs) and converts them into ASCII text. It looks like gibberish, but when decoded out pops the original message. These days most email programs use MIME instead, which is a similar variation.

To decode a UUENCODED file, you need a suitable decoder. There are plenty of them about, and if you have FTP or Web access you should visit the Aminet site and perform a search. You can then use the decoder on your file, and the software should pop out the other end.

TOWER POWER

Reading your recent article about tower cases for the A1200 (Intrinsic Tower Case, *AF97* p64) sparked a memory. An advert in one of your previous mags, (*AF96* p56) showed tower systems, made by a German company called Micronik Computer Service, for both the A1200 and the A4000.

This tower system allows you to put the whole A1200 inside and gives you five Zorro-II slots and three PC-ISA, a double IDE-bus hard drive adaptor, a 200 watt PSU with connections for 1x3.5" and 3x5.25" devices, a PC keyboard interface, and keyboard case for your original Amiga keyboard.

On contacting Micronik I was told that the price for all of above was 583DM, which roughly translated comes to about £225.

1. Will my set-up be compatible with this Tower system? I have an A1200 expanded with a Blizzard-IV 50MHz with 16Mb EDO RAM, a Squirrel SCSI interface with a Quantum 850Mb hard drive and a Reno CD-ROM attached to it. I also have a Power Tab 12x12 graphics tablet and an internal 2.5" IDE hard drive.
2. Would I be able to use a cheap 8 speed IDE CD-ROM with this system?
3. Could I use the new graphics cards with the Zorro slots, i.e. CyberVision 64/3D or Picasso-IV?
4. Would I be better sticking with what I have got and just getting a more powerful PSU?

Phillip
N. Ireland

1. In all honesty I don't know for sure, because no Micronik tower cases have ever been supplied for review. However, your system isn't that out of the ordinary and so it would be a poor tower case indeed which wouldn't house all your equipment. Perhaps you should have asked Micronik when you were speaking to them!
2. The ATAPI/IDE CD-ROM drives connect to the Amiga's internal IDE interface (via a buffering interface for good measure). Although it's relatively straightforward to connect a CD-ROM drive at the same time as a 3.5" drive, the 2.5" drives aren't always keen on the Master/Slave protocol and may not work. If the tower includes a double IDE interface, it should circumvent the problem.
3. Yes. As long as the graphics card will work in a Zorro-II slot, it should work perfectly. This is one of the main reasons for buying a tower expansion in the first place.

SCSI PROBLEMS

I have an A1200 with a DataFlyer SCSI card. This is connected to an external Hewlett Packard hard drive and Toshiba CD-ROM drive.

The HP hard drive works fine when connected on its own, that is, with the CD-ROM drive disconnected. The CD-ROM works fine on its own, that is, with the hard drive disconnected. But when both are connected to the SCSI ribbon the Amiga takes approximately 23 minutes to boot up. The HP hard drive is reported to have read errors, and the CD-ROM drive is missing.

At the same time the Amiga has slowed down to such an extent it is unusable. The mouse takes 10 to 15 seconds to respond, windows take longer. How do I get the CD-ROM and hard drive and the Amiga working so I can use everything at the same time?

M. J. Lewis
via email

Welcome to the nightmare world of SCSI, a special twilight zone where everything is possible and nothing is quite what it seems. The SCSI standard is a great idea, but sometimes things can go wrong. In this case it's definitely the SCSI set-up which I would blame.

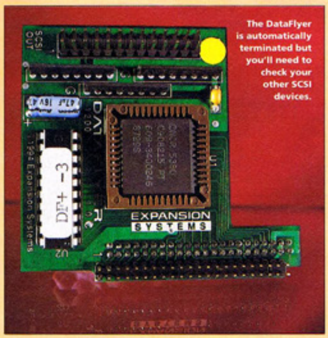
You must make sure that you have arranged your SCSI peripherals in a chain. At one end of the chain will be the DataFlyer interface, and at the other (for the sake of argument) the CD-ROM drive. In the middle will be your hard drive.

It is essential that the devices are terminated properly. Failure to terminate the first and last item on the chain will produce all sorts of bizarre errors – including the sort of behaviour you describe. In this case, the CD-ROM drive must be terminated, and the hard drive must have any terminators removed. The SCSI interface inside the Amiga should be terminated automatically, so you don't need to worry about it.

How you actually terminate a SCSI device varies. Most modern devices will have a jumper pin devoted to switching on or off the termination. Some older drives will have a little pack of resistors, looking like a thin, inch long set of pins joined at the top. These resistor packs (usually in threes) should be removed to switch off termination.

It sounds as though both your devices have their termination switched on. Try and discover which device is easiest to switch off, and then place it in the middle of the SCSI chain.

One more tip: when setting the SCSI ID values, start with low numbers first. For example, set your hard drive to 0 and your CD-ROM to 1. The SCSI interface itself will usually be set to ID 7.



The DataFlyer is automatically terminated but you'll need to check your other SCSI devices.

4. If all you want is a new box, then you will be spending money on hardware you don't need (all those extra slots). However, if you are seriously thinking of getting a graphics card, then the tower would be a good buy.

SOFTWARE SHORTCUTS

Workbench

Knowing the special key combinations at the Shell and Workbench can speed up operation of your computer ten times over. It may take a little time to master all the combinations, but even knowing a few will make a difference. Here are some of the more important key presses you should know.

WORKBENCH

Right Amiga and "E"	Open up command line box
Right Amiga and "I"	Open up Information box
Right Amiga and "A"	Select all icons on screen
Right Amiga and "."	Tidy up screen display
Right Amiga and "K"	Close active window
Right Amiga and "N"	Create new drawer in active window
Right Amiga and "R"	Rename active icon

SHELL

CTRL and "\"	Close Shell window
Cursor up	Repeat last command
Shift and cursor left/right	Jump to start/end of command line

ALL THAT JAZ

I have a computer set-up including an A1200, with 2Mb chip RAM, an 8Mb trapdoor memory expansion, and an internal 170Mb hard drive. I also have a plain CD[32] connected to that, via the serial port (through *Sernet*).

I intend to get a Jaz drive (the better looking one) from Technomatic but I'm totally confused about all the connections (Squirrel, Surf Squirrel, DataFlyer SCSI+, SCSI and SCSI-II). I don't want to have loads of adaptors (if I do need any, which do I get?) to connect the Jaz drive to the PCMCIA slot; and what sort of connector is at the back of this "better looking" Jaz drive?

Once I've got it all together, how do I set it up? Would I use a SCSI ID selection of "0" (*HDToolBox* thinks that my internal hard drive is a SCSI one, and identifies it as SCSI-0), or would it be a SCSI selection of "1".

I've also seen that the Surf Squirrel has a much faster serial port connected to it. If I was to use the Surf Squirrel to connect to my CD[32], could I still use Sernet? Will the serial port connection mean faster copying of files from CDs to my hard drive?

Joe
London

Better looking Jaz drives? Well, whatever you say Joe! As the Jaz (ugly or not) is a SCSI device, you will need a SCSI interface for the A1200. Which you get is a matter of choice. If you want absolute ease of use then the Squirrel or Surf Squirrel are ideal. They both consist of a small box which connects to the PCMCIA slot on your Amiga, and a lead which you plug into the Jaz drive. It couldn't

Continued overleaf ➡

SCSI PROBLEMS

I've just bought an Eagle 1200te tower unit from Blittersoft. I also bought a Blizzard-1240 ERC and a Blizzard SCSI board so I could take the 540Mb Quantum ProDrive SCSI hard disk out of my A590 hard drive and mount it in my tower unit.

Lovely? Well, no. The problem is the connector from the hard disk is 50-pin (presumably Centronics) while the connector on the SCSI board is 25-pin, which itself runs a flat ribbon cable with a 25-pin D-type connector for external devices.

I have been unable to get a flat ribbon cable (with or without connections for extra peripherals) that will allow me to connect my hard disk to the controller. I find this very odd because the A590 has a pass through port at the back which is 25-pin! I've tried getting an adaptor but they don't seem to exist, and I've tried to get a cable made up but RSD Connections tell me it's impossible and Brian Fowler doubts it could be done.

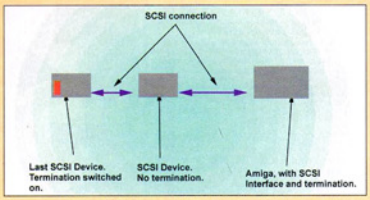
Jeff Jeffery
via email

The hard drive has a standard 50 way IDC connector, designed for internal use via a flat, wide, 50 way ribbon cable. This is common in PC's for example, where an internal SCSI interface has a 50-pin connector to link to all the internal devices. All SCSI devices designed to fit into a drive bay will have this 50-way connector, there's no getting away from it. It's not Centronics though, as this term usually refers to the large, chunky connector on the outside of cased devices such as scanners. You can recognise it because it has little clips which snap onto the attached plug and hold it in place.

The big problem as far as you are concerned is that your SCSI interface has a 25-way D-type connector. This is, frankly, nuts. Nearly all devices make use of the 50-way connector as this is more reliable for lengthy external connections. Are you 100% certain that there isn't a 50-way socket or series of pins on the SCSI card available for connecting an internal 50-way cable? For example, my Warp Engine processor card has a SCSI interface built-in, and the only access is through a 50-way socket.

If the only connection is via this 25-way lead, then yes, you have problems. The 25-way connector, like the Centronics one, is designed for external use. The 50-way ribbon cable is designed for internal use. I've yet to see a cable which combines a mixture of both. Obviously it can be done: as you say, inside your A590 there is a system of wiring which takes the incoming 25-way cable and turns it into 50-way IDC header for connecting to the hard drive. This connector is your best hope: try taking it apart and use it to marry the two wiring systems – mounting the drive internally.

Alternatively, try and get a refund on the SCSI interface and buy a different one with a more standard interface for internal use, rather than external.



If both end devices are mistakenly terminated then you could run into all sorts of problems. Just follow this simple diagram.

IF YOU HAVE A QUERY...

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved). Here are a few tips on sending in questions:



Graeme Sandiford

- Be concise.
- Detail the problem as best as you can.
- Describe the events that caused the problem.
- Give full details of your equipment.
- Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.

Bear these points in mind and fill in, photocopy, or copy the form below as best you can. Unfortunately we cannot reply personally.

Send your letters to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

Your Amiga:

○ A500 ○ A500 Plus ○ A600
○ A1000 ○ A1200 ○ A1500
○ A2000 ○ A3000 ○ A4000

Kickstart version

○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

Hard Disk: .... Mb

Manufacturer: ....

Extra RAM fitted – type, size, (Mb) and manufacturer:

....

....

Details of other hardware:

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DID YOU KNOW...

...THAT WORKBENCH CONTAINS SECRET MESSAGES?

Ever since the dawn of the computing age when Alan Turing put AT woz 'ere on the inside of Colossus, computer designers have hidden secret messages in programs and hardware.

Almost everyone knows of the Commodore's engineers love of the B-52's, but there are messages in Workbench too. They're just a little trickier to get at:

Workbench 1.2 and 1.3

For the secret messages to appear on these old and outdated machines you will need to:

- Hold down both sets of Alt and Shift keys
- Press each of the function keys in turn and you will see the messages appear. As with all these secret messages, having a third arm is practically essential
- You can also try ejecting and reinserting a disk in DF0: for further information (while holding down the keys).

Workbench 2.x

There are further secrets just waiting to be revealed in this version of "Commodore's" operating system: To discover what, simply...

- Make sure Workbench is active
- Hold down the CTRL key and both sets of Alt and Shift keys
- Use the mouse (don't let go of those keys yet!), and choose a menu item from Workbench's menus
- Finally, release the keys and choose "Last message..." from the Workbench project menu.

To see further messages, simply repeat the above steps choosing a new menu item each time.

Workbench 3.1

There are two ways of finding the secret message on Workbench 3.1. The double-jointed method is shown step-by-step, below, but if you have a current copy of *MultiCX* you can find the message in a much simpler fashion. Simply choose the Workbench "About..." menu command and then hit the "More..." button that appears at the bottom of the window that comes up.

Make sure that no more than 16 tasks are running when Workbench is booted. The easiest way to ensure this is to rename WBstartup.

- Reboot
- Press and hold the right mouse button
- Keeping the right mouse button held, press and hold down the CTRL and both sets of Alt and Shift keys,
- Select "About..." in Workbench's Project menu
- Move the resultant window to one side (do not close this window) and start again by pressing the right mouse button
- Within about fifteen tries or so, a new, insidious About box should appear...

be simpler. The Jaz drive comes with two 50-way connectors, but many manufacturers take the internal Jaz drive and re-house it in a standard SCSI box which presents the Centronics style SCSI connector (could this be the reason for your "better looking" comments?). This means that it will plug directly into the lead from the Squirrel.

Setting up SCSI devices does require tinkering with the SCSI ID value. However, remember that although the Amiga is under the impression that the internal hard drive is SCSI, it most certainly isn't – it's IDE, and its ID is therefore irrelevant. The Jaz drive's default ID setting will be fine.

The connection to the CD^{32} might be faster using Surf Squirrel, but remember that the serial bottleneck exists at both ends and you won't be speeding up the CD^{32}'s serial port, only the A1200's.

The A1200 might be able to run other tasks faster while transferring data from the CD^{32}, though.



The stunningly attractive Jaz drive. If it's in a SCSI box (like this one) it'll plug straight into the Squirrel.

Eyetech's Spring Specials: *Full A1200 towers from £99.95; High speed A1200 serial port £49.95; 17"Multisync monitor £399.95; Accelerators: '030/25MHz/FPU £79.95, 040/25MHz £189.95, '060/50MHz £439.95; Data/fax modems from £29.95; SX32Pro-50 £349.95; SX32MK2 £189.95; Enhanced PSU's from £39.95; 100MB bootable IDE Zip drives £119.95;; CDPlus system from £139.95; Mousemat 99p*

The Top-Rated Eyetech *CDPlus* for the A1200
2-speed and 8-speed CDROM drives



The CDPlus and SyQuest EZ135 drives.
The IDE Zip Drive is the same size as the EZ135

What do the reviewers say?

Amiga User International - *97%*
"... It all worked faultlessly ... "
Amiga Format - *96%*
"... An absolutely superb bit of kit.."
Amiga Shopper - *90%*
"... This is a quality product..."

- 2- or 8- speed external CDROM unit in quality CE-approved case with heavy duty PSU
- Leaves trapdoor free for accelerators / memory expansion and the PCMCIA slot free for digitisers, modems, samplers etc
- Option to add additional HD's, CDRoms, SyQuests, *IDE Zips*, Jazs, ATAPI tape streamers etc powered from the CDPlus unit
- Comes with special Eyetech *'060-compatible* Mk2 4-device EIDE buffered interface board - easily fitted in minutes with no cutting/drilling (Note that IDE CDROMS *must never* be directly connected to the A1200 without a buffered interface)
- Gold plated audio phono sockets* at rear and front panel headphone socket and volume control
- Complete with 'Click-and-Go' installation software

Amazing Value - Prices Down
8-speed - *only £189.95*
Special Purchase - Limited Availability:
Upgradeable* 2-speed - *just £139.95

The *CDPlus* is also available as a full kit but without CD mechanism - so you can fit your own - for £119.95



The CDPlus MiniTower & Desktop cases
(styles may vary)

Considering a PowerStation? **The CDPlus is now available with an alternative, 230W, CE-approved, PC MiniTower or Desktop case (which can also power your A1200) - *for only £25 extra*** (*Not on DT/MT)

SX32Mk2 & SX32Pro *Internal* Expansion for the CD32

The SX32 Pro is now shipping!
Make your CD32 into a high powered, portable Amiga!

What do the reviewers say?

Amiga User Int'l	*"95% - Definitely Recommended"*
Amiga Computing	*"90% - A Dream to Use." Blue Chip Award*
Amiga Format	*"96% - Absolutely Top Notch" Gold Award*

The SX32Pro and SX32Mk2 add ...

- 33 or 50MHz '030 MMU CPU and FPU socket (33Mhz FPU socket only on the SX32Mk2)
- Simm socket for up to 64MB of 32 bit fast (60/70ns) RAM (up to 8MB fast (70ns) RAM on the SX32Mk2)
- Buffered IDE interface for internal 2.5" hard drive *and* second hard drive, SyQuest, Jaz *or even 8 speed CDROM* (optional extra on the SX32 Mk2)
- Sockets for RGB video (23 pin), VGA video (15 pin), Parallel port (25 pin), Serial port (25 pin), Floppy disk port (23 pin)
- Jumper-selectable for PC or Amiga keyboard input (external adapter on SX32Mk2)

... to the CD32's existing mouse, joystick, keyboard, audio, RF, composite video and SVHS ports.



The SX32Pro

SX32Mk2 - *sale price* - £189.95
SX32Pro-50 - *sale price* - £349.95
Genuine Amiga 89-key compact keyboard £34.95
SX32 floppy, hard drives 20MB-1.1GB, RAM - *Please ring*

All models include full pictorial fitting instructions,WB3.0 & utilities on CD and 'Click-and-Go' hard drive installation diskette

Just a few SX32 Combo packs left - SX32 Mk2 or Pro-50, CD32, keyboard, 4MB memory, hard drive and enhanced power supply - at unbeatable prices!

AMIGA HEALTH WARNING

If you have recently fitted - or intend to fit - an IDE/ATAPI CDROM to your A1200 *(other than an Eyetech CDPlus unit)* **without** a buffered interface then your Amiga is in risk of serious damage arising in the future. The A1200 - unlike A4000's and PC's - has ***NO*** internal IDE buffering. On the A1200 the IDE interface connects ***directly*** to the A1200 processor chip which itself has insufficient output to drive more than one IDE/ATAPI device (and only then on a short data cable) for any sustained time period. To the best of our knowledge the ***Eyetech CDPlus*** is the only A1200 ATAPI CDROM supplied with a buffered interface as standard. We are now making this 4-device buffered interface available separately for use with other kits and D-I-Y CDROM installations. At only £39.95 it is a small price to pay to preserve your Amiga's health.

Mk2 interface now available - Compatible with all popular hard drives and accelerators - including '060 models

LOOK! 17"Microvitec Multiscan Monitor 15-64KHz, 50-120Hz All Amiga/PC scan modes to 1280x1024, Autoswitching **£399.95!!!**

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Mini-tower/desktop case with 200W PSU, CD & HD/Zip bays, A1200 powerconnector block, resistor, cable clamp, instructions	£49.95
Full tower case with mountings for A1200 motherboard & PCMCIA accessories with 230W PSU, A1200 psu connector, 10 (total) CD/HD/Zip/floppy bays and provision for fitting a PC motherboard	£99.95
PC or A2000 A1200 keyboard adapter - no soldering or shield removal needed.	£49.95
Full-sized A2000 keyboards for tower conversions etc (needs A1200 keyboard interface)	£49.95
Replacement A1200 internal floppy drive mechanism with faceplate for tower mounting	£29.95
Internal floppy drive extension ribbon cables (60 cm)to mount your internal drive in the full tower floppy drive bay	£12.95
External floppy drive (23m-23f) extension cables for external floppy drive to minitower/desktop floppy drive bay (60cm)	£14.95
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SURF CITY

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3 months unlimited local call access internet usage, Internet reference book and full (but restricted usage) Internet software (TCP/IP, WWW, FTP, Email, Telnet, Term and IRC)	£39.95
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Modem cable (2m)	£5.95
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1m modem lead FCC68-4/6 to UK BT phone plug	£5.95

BT ISDN LINE NOW ONLY £199!!!

The Eyetech ZorroII ISDN Adapter gives you high speed Web-browsing and video conferencing on your Amiga for *only £189.95*

Amiga Driver Software for Epson Colour Printers and Scanners

EnPrint for the Stylus ColourII/IIs/Pro/ProXL/200/500/600/800/820/1500

- Unbelievable photographic quality output
- 'Preferences' & stand-alone printing program

Scanned



printed output

ScanQuix for all Epson scanners

- 24 bit scanning with full range of editing options
- 'Scan-to-disk' option in Jpeg or IFF formats
- Stand-alone use or integrates with your Art package (Photogenics, ImageFX, AdPro, XiPaint, Pagestream 3, DPaint5, ArtEffect, PPaint)
- ***Also available for HP, Mustek (Paragon) and Artec scanners***

EnPrint v2.1.3 printer driver - only £29.95
ScanQuix v3.0 scanner s/w - only £79.95

The Amazing Iomega *IDE* Zip Drive

Another first from Eyetech

- *Can be used in place of - or as well as* - the internal hard drive*
- *Use a different bootable cartridge for each application or family member*
- *Ideal for transferring multimedia data between Amigas and/or other platforms*
- ***Fits in any Amiga/desktop/minitower floppy drive bay or in external case***
- *The ideal way to backup your data*



The IDE Zip drive fitted in an A1200

Bare IDE Zip drive *(inc Eyetech ZipPrep tools)* **- Just £119.95**
100MB Zip cartridges just £14.95/1 or £39.95/3 (*A600/1200 buffered interface needed)

A1200 *InstantDrive* Hard Disk Kits

***InstantDrives* are *only* available from Eyetech**



"The fastest drive I have tested on any platform ...95%"
- David Taylor - Amiga Format February 1997

Important Note! 3.5" hard drives - even those described as 'Slim' - are usually 1"/25mm high and ***will not*** fit in an A1200 without significant modifications to the case and metal shielding - which itself reduces the value of your computer. All ***InstantDrives*** from Eyetech are less than 20mm high and fit perfectly.

- Rated ***99%*** - AUI November 1996, ***95%*** - Amiga Format February 1997
- No hole drilling, case clipping, or shield removal required
- All drives are brand new with a 2 year warranty and come inclusive of full fitting kit and easy-to-follow pictorial instructions
- Ready-to-use with WB3.0 and over 45 top quality utilities installed and configured to the Toolsdaemon menu system.
- AV drives come with a fully licenced version of Optonica's MMe multimedia authoring software ***AND*** internet access software (shareware) preinstalled

2.1 GB AV £229.95 2.5 GB AV (~3MB/s) - £239.95

D-I-Y and Bargain Corner
Hard-to-find parts for your Amiga project

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2.5"-2.5" 44-way hard drive cables for A600 & A1200	£9.95
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3.5" power & data cables for A600 & A1200	£14.95
3.5" full fitting kit for A600 & A1200 (contains ***everything***)	£24.95
3.5" external hard drive case	£19.95
3.5" removeable drive deluxe external HD case	£29.95
3 x 40-way IDE cable for 3.5" HD/CDROM ~85cm/2' 9"	£9.95
Custom 3 x 40 IDE cables to 1.5m/5' (enclose drawing)	£19.95
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IDE/ATAPI CDROM case with 40w PSU, audio & data connect's	£59.95
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Audio & video cables and adapters

3.5mm stereo jack plug to 2 x phono plugs for CDROM	£6.95
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Phono plug x 2 to phono plug/socket x 2 audio mixer leads	£6.95
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Stereo 2 x phono plug to 2 x phono plug 1.1m/4' (4.8m/16' **£9.95**)	£4.95

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Enhanced metal cased PSU for A600/A1200/CD32/CDROM/ external HD (fit your old lead - instructions provided)	£39.95
200W Ready-to-Go A500/600/1200 psu w/ Amiga, mains cables	£59.95
Mini-tower or desktop case with 200W/230W PSU, CD & HD/Zip bay, power lead connector block, resistor, cable restraint etc, & full instr'ns	£49.95
4-pin M-F extension cable from PSU to external HD/CD 0.9m/3'	£9.95
23 pin m floppy drive connector to 4 pin HD/CDROM power plug	£9.95
A1200 internal cooling fan - dissipate that extra power!	£14.95
VGA 23-15 pin adapter for A500/600/1200 (most monitors)	£12.95
23-15 pin buffered VGA adapter (all Amigas/monitors)	£24.95
GG2+ board - use PC cards in big-box Amigas	£129.95
ChipUp 1 to 2MB Chip RAMupgrade for A500/A1500/A2000's	£99.95
A2000 keyboards (new) for A2000/3000/4000* (*adapter +£5)	£49.95
50MHz capable PGA FPU for SX32Pro-50 or accelerators	£59.95
Videomaster PCMCIA concurrent sound+25fps video digitiser	£69.95
A1200 Workbench 3.0 disks (5) with WB3.0 & user manuals	£19.95

Two-and-a-half new A1200 Expansion Products from Eyetech

PortPlus **- high speed serial and parallel port expansion**



- *2 x **460Kbaud** buffered serial ports with low CPU overhead*
- *PC & Amiga compatible parallel port transferring up to **500K bytes/sec***
- *Optional high speed PC-Amiga & Amiga-Amiga **networking software***
- ***Leaves PCMCIA & trapdoor free** ; accelerator friendly & very easy to fit*

PortPlus - just £99.95!

New! *PortJnr*- 1 high speed serial port - *just £49.95*

Quickcam for the Amiga



- *Use a low cost **PC Quickcam** to capture IFF images on your Amiga*
- ***Fully multitasking** - including window resizing even whilst digitising*
- *Compatible with **all Amigas** with standard Amiga printer port & WB1.3+*

Quickcam* hardware adapter and software - *only £39.95!

Apollo Accelerators - Unbeatable pricing



Entry level A1200 Accelerators - Unbelievable value

25MHz '030 with MMU & FPU. (5 Mips)	***- Just***	***£79.95***
33MHz '030EC with FPU. (7 Mips)	***- Just***	***£89.95***

Power User A1200 '040/'060 accelerators (no tower req'd)

25MHz '040 with MMU & FPU. (19 Mips)	***- Only £189.95***
33MHz '040 with MMU & FPU. (25 Mips)	***- Only £229.95***
40MHz '040 with MMU & FPU. (30 Mips)	***- Only £259.95***
50MHz '060 with MMU & FPU. (40 Mips)	***- Only £439.95***

A Standard A1200 is rated at 1.3 Mips. All measurements from SysInfo

>>Special memory pricing with accelerator purchases<<

4MB - £19.95; 8MB - £39.95; 16MB - £69.95; 32MB - £149.95* (60/70*ns)

This Months Sale Specials

Data/fax modems with psu

- V32 14.4Kbps data, 9.6/14.4 fax	£29.95
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20- pin Zip RAM 4x1Mbit chips 60ns for A3000, Octogon, '386 board etc	£9.95
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SCSI ext Zip drives w/PSU (no cart)	£129.95
SCSI cable 25wD(m)-50w Centr(m).1m	£9.95
Slim external floppy drives	£34.95
Stereo speakers (pair), amp & psu	£14.95
Metal CDROM case (no psu)	£5.95
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Cocktel - from ProDAD

At Last - Professional Colour and Sound Videoconferencing - for all '030+ Amigas with HD & 6MB

- *Works with most Amiga sound & video digitisers (ProGrab, Vlab, Technosound etc)*
- *Works with 28.8 modems, ISDN etc*
- *Simultaneous text, video, audio & file tranfer*
- ***Ring/write for further details***

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There's nothing quite like it for, erm, running up the telephone bill. Dave Cusick investigates the mysterious world of Multi User Dungeons...

The impression the media gives is that the Internet would be nothing without the World Wide Web. Of course, seasoned surfers know that there are a great many aspects of the Internet that are far more entertaining than static, non-interactive pages of text and graphics could ever be, perhaps the most obvious of these being Internet Relay Chat channels and newsgroups. There are also plenty of MUDs, which offer users the chance to immerse themselves in fantasy worlds and interact with like-minded gamers via their Internet connection.

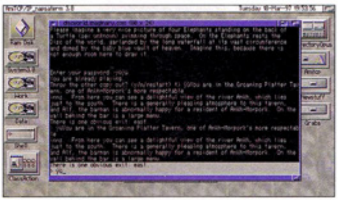
The acronym MUD stands for Multi User Dungeon. Although it is now used to describe an entire genre, originally the term Multi User Dungeon referred to a particular game, which was created by a chap called Roy Trubshaw on a computer system in Essex in the early 1980s. Essentially similar to the infamous "*Colossal Cavern*"-style adventure games which were developed on mainframe computer systems in the heady days of computing, MUD offered its players the exciting and novel possibility of being able to talk to one another as if they were all in the same room, participating together in a fantasy role-playing game such as *Dungeons & Dragons*.

MUD was later substantially modified by Richard Bartle, and became popular when access to the game was made possible through JANET (the Joint Academic NETwork which links British universities) which enabled bored students across the nation to immerse themselves in the fantasy world. Over the following few years, various MUD-style games sprang up on other academic servers. Amongst the most notable were Alan Cox's *AberMUD*, which was so named because it originated at Aberystwyth University in Wales, and James Aspnes' *TinyMUD*, incarnations of which are still popular nearly eight years after its appearance. A few commercial MUDs also appeared, including Richard Bartle's *MUD-2*.

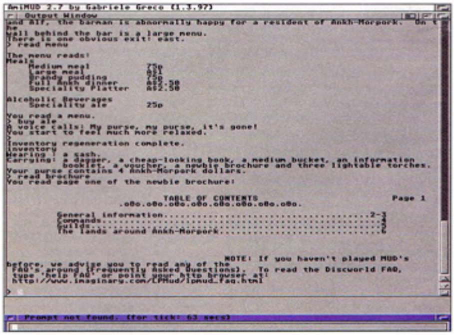
These days there are numerous MUD servers operating around the world which can be accessed over the Internet, running a variety of fantastic lands using a wide range of hardware and software systems. Anyone with a passing interest in any genre of

RUNNING A MUD SERVER

If you really get bitten by the MUD bug, it is even possible to obtain MUD server software from Aminet, documentation for which is available on the Web. However, before you even consider undertaking something like this there are plenty of important things to think about, not least of which is the virtual necessity of a permanent Internet connection. Many of these issues are relevant when considering whether to set up any sort of server on your Amiga, and as such will be discussed in Amiga.net next month when we take a look at setting up your own Web Server.



It is possible to telnet in to MUDs...



...but using a dedicated client such as AmiMUD is easier.



Discworld: the subject of a splendid series of books, and now a cracking multi-user game too.



Another popular fantasy game is *Medievia*.

computer adventures or traditional tabletop role playing games will find at least one MUD to suit their tastes.

If all this sounds like it might be worth investigating, then there are basically two ways in which you can try out MUDs on your Amiga. The first is simply to use an ordinary telnet client to contact a rembte host – for AmiTCP users this will probably simply be a case of opening up the shell and typing Telnet <address> <port>. Unfortunately the telnet approach is less than perfect, not least because telnet clients rarely have scroll bars and you may not get to see a great deal of what is going on before it scrolls off the screen never to be seen again.

A far better approach is to obtain a dedicated MUD client – I would recommend *AmiMUD v2.7*, which is available on Aminet in the game/role/ directory. Once you have set it up on your hard drive using the included installer and the MUI configuration program, ensure that a TCP stack is running on your system and then load up the MUD client itself and dial up your ISP as usual. Once you are connected to the Internet, go to the File menu in AmiMUD and Set Address to "medievia.com" and Set Port to "4000". Then choose Connect.

After a few seconds you should see the *Medievia* title screen appearing in the Output window. You will then be asked for your adventurer's name. Since this is your first time in *Medievia*, you can make up an imaginative moniker for your hero.

Assuming you come up with a name that somebody else is not already using, the server will not recognise you and so will ask if you wish to create a new character. Answer yes, and then enter a password for your character. Don't forget to make a note of this password for future reference.

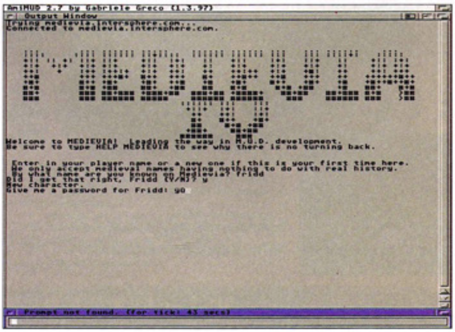
ALL THERE IS TO IT!

That's all there is to logging in to *Medievia*, and almost all MUDs use a similar procedure. Once you have logged in, every game is controlled slightly differently, often using a simple text-based menu system. Generally there are various quests which your character has to undertake, but these may not be immediately apparent – that's all part of the fun. So is familiarising yourself with the vast array of in-game commands available on any given MUD; this process may take some time, but most games offer hints to newbies. Besides, veterans of the old text adventure games will recognise the sort of instructions that servers will understand, such as North, Up, Say and Take. Many newer software systems recognise quite complicated strings of commands, so it's worth reading any on-line documentation.

One last thing: I would strongly advise getting hold of *Online-o-meter* or a similar call display program, so that you can keep an eye on your phone bill...



Although they are not graphically in the same league as, for example, Internet *Quake* on a PC contemptible, MUDs are peculiarly fascinating and addictive.



If lurid colour schemes are not to your liking, it is possible to run *Medievia* in monochrome...

USEFUL MUD WEB SITES

AmiMUD Home Page
http://www.logicom.it/personal/ggreco/amimud.html
At present this simply outlines the program features and offers quick links to the latest archives on Aminet, but it would be wise to bookmark this for the future if you intend getting into MUDs.

Incidentally, *AmiMUD* is Shareware, and the freely available distribution archive contains a version of the program with some extremely useful features disabled. Regular MUDders should register, not only to reward the author for his considerable efforts, but also because the full version they will receive includes an ARexx port which can be used to automate certain tasks such as logging in to a MUD.

The MUD Resource Collection
http://www.clock.org/muds/
Although it has recently moved and some of the indices do not quite function correctly, this site is definitely worth visiting for its informative FAQs.

The MUD Connector
http://www.mudconnect.com/
An invaluable resource which includes an exhaustive list of servers and a wealth of useful information. NB: entering this site with *Voyager NG* is not, at the time of writing, a good idea... funny things happen. Stick with *IBrowse* or *AWeb*.

Medievia Home Page
http://www.medievia.com:8080/
This is the Web presence of a very successful and well crafted fantasy MUD.

Discworld Home Page
http://discworld.imaginary.com:5678/
There is even a game based on the popular series of Terry Pratchett books, and it is a particularly accomplished and entertaining MUD with a nice walk-through introduction for newbies.

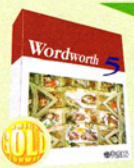
Threshold MURPE
http://www.counseltech.com/threshold/
This "Multi-User Role Playing Environment" emphasises traditional role-playing as opposed to out-and-out hack-and-slash adventuring. As such, in addition to the usual player guilds, there are complete player-run clan systems, businesses and religions – there's even a legal system.

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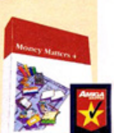


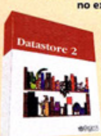
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CREATIVE



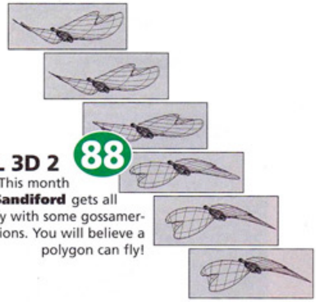
Why on Earth would a man of my stature (which as you can see to the left, is getting bigger all the time) dirty his hands with writing a tutorial? Well, I just can't stop playing with *PPaint* anyway, so I thought writing a series of tutorials, and sharing all I have learnt over the time I have been using this software, would give me a good excuse and get that wretched Andrea slave-driver production person off my back. So please, write in and say how good it is.

Also this month we say goodbye to **Darren** and his *Music-X* tutorial, and have a little sniffle into our hankies at the end of the ARexx hash sorting saga. Whatever will we get up to next?









SEND IT IN!

We need YOUR input.

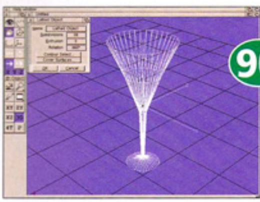
Is there something that you would like to see covered in one of the current tutorial series? Why not send your suggestion to us at the magazine. Here are some things you might like to think about:

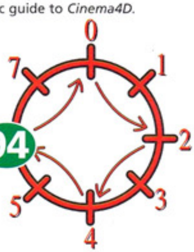
ARexx
Commodore's excellent decision to include ARexx with Workbench was only matched by their stupidity in not documenting it properly. If you are having trouble why not write to us with a description of what you are trying to do?

Paint Packages
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PPaint

CONTENTS

To guide you through last month's excellent Coverdisk giveaway, Nick Veitch will be conjuring up some hot tips...

You really shouldn't have any trouble getting to grips with the basics of *Personal Paint*. For a start, in terms of the interface, it is very similar (but not too similar to sue, oh no) to that old Amiga classic, *DPaint* – even down to having more or less the same hotkeys for similar functions.

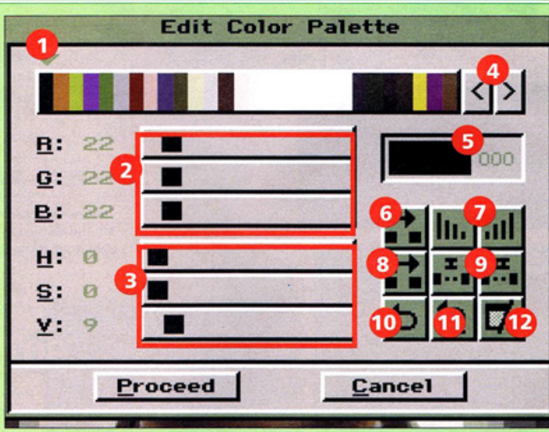
If you are a complete beginner though, and have never used a paint package before you should really study Mr Kennedy's excellent guide in *AF96*.

Bitmap paint packages are great, and in some ways far more versatile than "true colour" packages. Because each individual pixel is coloured with a specific colour, you can change the entire picture just by fiddling with the palette. At the bottom of this page you will find an explanation of the palette window buttons. To call up this window, simply press "p".

It is important to remember that the size of the palette also affects the size of the image and the amount of memory it will take up. Image sizes have become more important again thanks to the Internet – nobody wants to spend ages downloading a graphic that is unnecessarily large, so choose the palette with care. Also remember that if you adjust the palette after you have created your picture, some parts of the picture may be altered too.

Have fun with this month's rather frightening project, and join me next month when we will be looking at some of the bizarre things you can do with the drawing tools!

P IS FOR PALETTE



1 The arrow indicates the colour that is currently selected. You can change this by clicking on any of the other colour bars, or by clicking on any colour in the palette at the bottom of the main toolbar.

2 These three sliders adjust the Red, Green, and Blue components of the currently selected colour.

3 The Hue, Saturation and Volume (Brightness) sliders can also be used to adjust the current selected colour. The HSV colour model is simply a different way of specifying colours.

4 If your total colour palette is more than 16-colour, you can scroll through all of the colours using these arrows.

5 This gadget shows the currently selected colour, and its number in the screen palette.

6 Click on a colour, click on this button, then click on another colour. The first colour will be copied into the position of the second.

7 Select a range again – using exactly the same method as you did for number 6. All the colours in the range you selected will be re-ordered in descending or ascending order of brightness.

8 As for the button above, but the colours will swap positions.

9 Select a range as for number 6. The palette colours in between will be recoloured to form a gradient between the two selected colours. The left button uses RGB values to construct the gradient, the right button uses HSV values – producing a subtly different result.

10 This button will reset the current colour back to its original value.

11 This button will reset all the colours you have altered back to their original values.

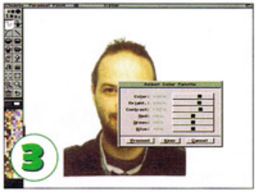
12 This button will temporarily hide the current window so that you can see what effect your changes have had on the main image. Just release the mouse button if you want to reveal the window again.



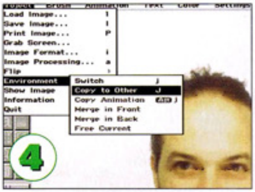
First load a suitable image. Here is one I prepared earlier. It is best for this particular image to use as many colours as possible. Natural subjects are best, as they will have a palette with many shades of the same colours.



Now, if you like, you can adjust the palette. This may be necessary if the original image came from a scanner (like this one) or a digitiser. Simply choose adjust from the Colour>Palette menu.



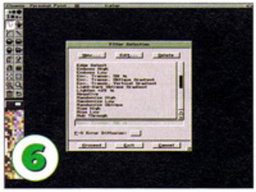
Adjusting the sliders will alter the values of all the colours to achieve the desired effect. Usually with dull images, increasing the contrast and the brightness by a bit works wonders.



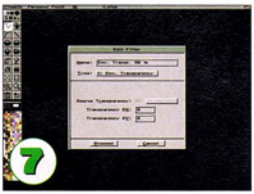
For the next part of our project, we want a duplicate environment. *PPaint* has a buffer which can be used as a scratchpad. Just press 'j' to switch between buffers and 'J' to copy the current screen to the buffer (or use the menu).



Now we want to use a tool you may not have come across before. It is *PPaint*'s image processing tool, highlighted in the picture above. Click on this tool with the Right mouse button to bring up a requester.



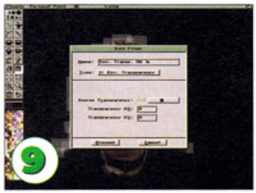
We want to use the Env. transparency (50%) process, so select it from the list and click on the "edit" button at the top of the window.



We will be discussing these filters in a later section, but for now, just do as I say. Change the value in the slider from 128 to about 40. This makes the "rub through" image more transparent.



Press proceed twice, then click on the IP tool again twice. This allows you to process square areas. Now drag out loads of little squares randomly, and the image behind will start to show through.



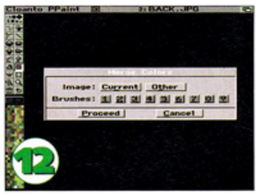
Edit the process again, and make the values in the slider higher, then repeat the process. Remember the higher the slider value, the more of the background image will show through.



Repeat the process a few times and eventually you will end up with something like this! You may, or may not, want to have the transparency set as high as 255 for the central parts of the image.



If you really want to terrify people, you could try using exactly the same technique but starting off with an image instead of a blank screen. This one reminds me of The Wicker Man for some reason.



It does help though if both images have similar palettes. You can always use the Colours>merge menu option to create a compromise palette in which neither image will look too strange.

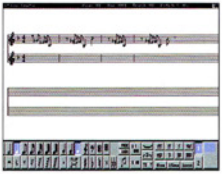
Music-X

ON THIS MONTH'S CD: SysExpert AFCD13:-In_the_Mag /Music-X/

Darren Irvine introduces the concluding part of his *Music-X* tutorial.



The Author Name information is displayed when you select 'About Music-X'.

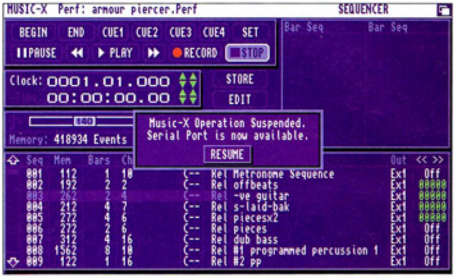


Like it or loathe it, *Notator-X* does what it's supposed to, albeit, not in a very attractive way.

Over the last few months we've covered just about everything. From the basics of getting started with Play Sequences, through various effects, right up to assembling the Play Sequences into a finished tune. In addition to its obvious sequencing facilities, *Music-X* has some extra features worth mentioning.

KEEPING TRACK OF THINGS

So here's the scenario: you've spent days writing a killer tune and put a lot of effort into getting all the sound module patches set up correctly. You've edited the end points of all your samples to perfection. All that stands between you and megastardom is the purchase of some half-decent tapes to record the thing onto. Except, as these things go, you forget to buy some tapes, and after a couple of days you sort of forget about your tune too. You get on with other things, and write and half-write a few more tunes.

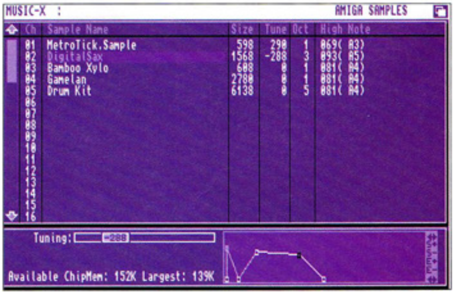


You can suspend *Music-X*'s operation so that other programs can temporarily access the serial port.

But then you remember – and it's time to revisit the track that's going to make you a dancefloor god. Except you've changed all the patches on your sound modules and forgotten which disk you'd stored the appropriate samples on. Of course, by trial and error you can get it all sorted out again, but the sensible thing to do would to have been making a quick note of the set up used at the time you wrote the tune. If you're anything like me, any such note written on an actual piece of paper would be quickly lost. Cunningly, if you can develop a sort of short hand that refers to your setup, and you can fit all the relevant information into a couple of lines, then *Music-X* provides a way of holding this information within

CONTENTS

Music-X does support the use of the Amiga's internal samples, but not as neatly as a tracker.

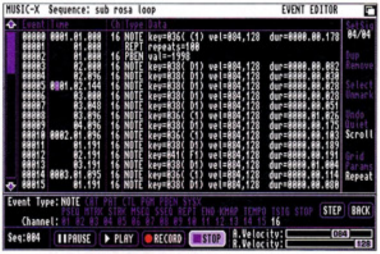


The 'Set Author Name' facility is useful for noting down patch information and the like.



the songs themselves. From the "File" menu, select "Set Author Name" and you'll find a handy space for a couple of lines of text.

Of course, you'll have to restrict yourself to making general notes here as to banks of sounds rather than which sound should be on every channel, but then, you have been using program changes in all of your Play Sequences, haven't you? Haven't you? Well, it would be a good idea, wouldn't it? This author information is also displayed when you select "About *Music-X*" from the "Mode" menu.



Not for the faint-hearted, but if you're brave enough you can delve in and change your play sequences at MIDI byte level.

GETTING SUSPENDED

Although *Music-X* comes with a synth patch librarian, it is quite frankly rubbish, and only caters for a few very old and outdated synthesizers. You really need to get hold of a little program called *SysExpert*, which is available from most decent Amiga BBSs and from any of the Aminet mirrors on the Internet. *SysExpert* will handle data dumps from just about any synth or sound module, and you can use it to take weekly or monthly backups of your sound data. Give each of these backup files a reference number, and use this in the "Set Author Name" trick above – that way you can always be sure of getting the correct sounds for your tune even months after originally writing it.

The thing is, programs like *SysExpert* (and for that matter whatever program you might be using to access a BBS or the Net) need access to the serial port, and of course, *Music-X* is busy using the serial port itself for MIDI. You could simply save your work, and quit *Music-X* before dumping your sound data, but there's an easier way – simply select "Suspend" from the "Mode" menu, and *Music-X* will temporarily free up the serial port for other programs to use. Clicking on the "Suspend" information box returns control of the serial port to *Music-X*.

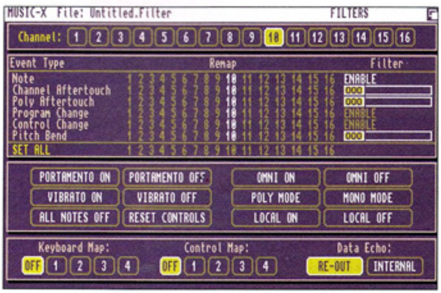
OH NOT MORE FILTERS, PLEASE

As well as the main sequencing screen, you can select "Set Filters" from the "Mode" menu to take you to the MIDI filter screen. This lets you control which incoming MIDI information is passed on and recorded for each MIDI channel. You could use this to bar pitch bend or control change information from a channel that is dedicated to percussion. You can also use the large buttons on this screen to send various one-off MIDI messages, for example the "All Notes Off" control. I have found that the Portamento and Vibrato On/Off controls from this screen are less than predictable, but you might have better luck with your combination of equipment.

> **"You can adjust the tiniest nuance of a particular pitch bend change or filter sweep."**

BE AFRAID... BE VERY AFRAID

If you're feeling particularly brave one day, you might like to try selecting "Event" from the "Edit" menu in the Play Sequence editing screen. This changes the display from the by-now familiar piano-roll note editing screen to one full of numbers. That's right – you're now editing your sequence right down at MIDI byte level. You can adjust the tiniest nuance of a particular pitch bend change or filter sweep. You can make tiny controller changes, or enter System Exclusive data by hand. You can also make a tremendous balls-up which will require resetting (or worse restoring from data backups) all your kit. Tread carefully in here, but if you're armed with original sound module data manuals and have taken recent backups, feel free to jump in and play directly with MIDI data. It's only in here that some System Exclusive data can be added, and if you're going to get the most from *Music-X*, sooner or later your going to find yourself needing to resort to this screen.



You can set up MIDI filtering to control which channels get what information.

AND FINALLY...

Music-X also supports the Amiga's internal samples, and you may well be wondering why I haven't gone into how to use them. There are two reasons for this. Firstly, if you really want to get the best from internal samples, then you'd be much better off using a good tracker such as *OctaMED*. Secondly, if you're predominately using external instruments, then the Amiga's samples will almost certainly sound a bit sad in comparison.

Although I've been spouting on for the last few months about how to do things, the last thing you should be worrying about is the "right" way to do anything when writing music. Let your ears be the judge, and if you find my way of performing a particular effect is cumbersome, well use your own – and drop me an email to tell me if you like.

darren.irvine@virgin.net

NOTATOR-X

If you are using *Music-X 2.0* you will have noticed that it comes with a music notation package called *Notator-X*. Whether or not you feel any need to use such a package, is a moot point – with much of today's dance music relying on samples and repeating riffs, converting this into a music score can be fairly meaningless.

However, if you do want to see what your compositions look like in standard music notation, you can import your *Music-X* songs directly into *Notator-X*. Of course, for this to be worthwhile at all, you're going to need to be able to read music notation. Part of the beauty of sequencers like *Music-X* is that they let people with no formal musical knowledge record tunes just as easily as those with sight-reading ability and Music Theory level 8 exams under their belts.

***Notator-X* itself is about as comprehensive a notation system as I for one could be bothered investigating – a task not helped by the fact that I couldn't get it to run happily in anything other than a very annoying interlaced screen mode. Still, if you do have *Music-X 2.0*, take a look at *Notator-X* and make up your own mind.**

Real 3D 2

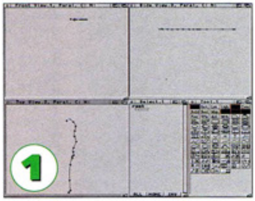
Create your own butterfly complete with softly flapping wings. Graeme Sandiford investigates *Real 3D*'s morphing tools.

This month our *Real 3D* tutorial has a distinctly insectoid feel. This is because we'll be creating a butterfly complete with soft flapping wings – no legs though, unless you're feeling generous. To get those smooth wings that bend gently we'll use *Real 3D*'s morphing tool.

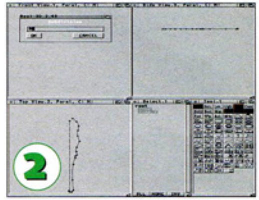
The principle is quite simple, we'll create several variations on the same object (called target objects) and get *Real 3D* to fill in the gaps needed to provide a smooth transition from one shape to the other. This is a comparatively simple implementation of morphing, but the principles can be applied to other projects to create a variety of effects from rippling and changing surfaces to smooth camera and object movements.

As a side note, my anatomical knowledge of butterflies is sadly lacking. If you notice something that isn't right feel free to make any changes.

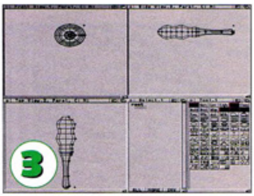
THE MORPHING TOOLS



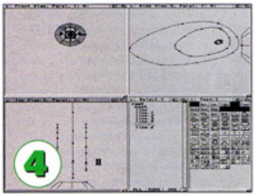
Run *Real 3D* and open a standard tri-view environment. Select the menu Create/Controls/B-Spline Curve, then go to the top view and draw a profile (the right or left edge) for the body of your butterfly – right-click when finished.



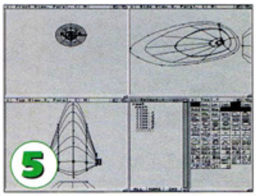
Next draw a straight vertical line alongside the curve using the menu Create/Controls/Open Line. Select the open line, shift-select the curve and go to the menu Create/Freeform/Rotate. Then enter 8 in the resolution requester.



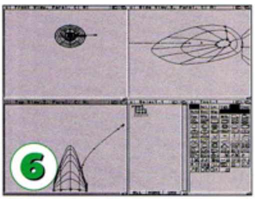
Now we have the body of our butterfly. Mine looks like a mis-shapen dragonfly – hopefully yours looks better. Delete the lines, select the mesh and flatten it a little bit in the top view by using the stretch tool.



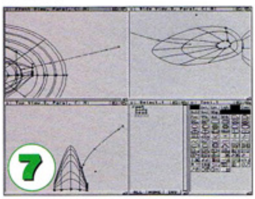
For the head, go to the side view and roughly draw an oval shape with the Menu item Create/Controls/B-Spline Closed. Duplicate it twice, move and reduce the size of the copies. Then duplicate and re-size the copies twice.



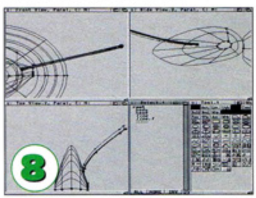
When you have something that resembles the previous grab, select the curves in order of position (the odd curves in descending numbers, the original and then the even in ascending order) and select the menu Create/Freeform/Build from curves.



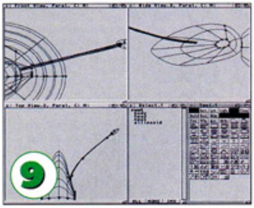
Delete the lines and rename the head and body meshes appropriately. Make sure the head and body are touching and then go to the top view. Using the B-Spline curve, draw a curved line to define the shape of an antennae.



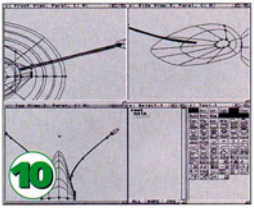
Go to the side view and use a combination of the rotate tool and the menu Modify/Bend Endp./Move 2D to angle and bend the antennae into a natural shape. Go to the front view and zoom in quite close.



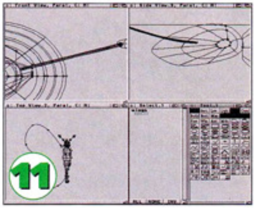
Select the menu item Create/Controls/B-Spline Circ. and then draw a small circle to define the thickness and a shape of the antennae. Select the circle and then the line and select the menu Create/Freeform/Coplanar.



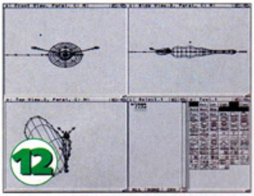
Delete the line and circle you used to make the antennae and draw an egg shape with the ellipsoid tool. Use the Stretch, move and rotate as needed to position the new object on the end of the antennae.



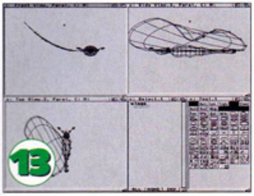
Select the antennae and end bit, duplicate and mirror these objects. Create a new level, call it main or similar and cut and paste your objects under this level. Create a new level called wings at the same level.



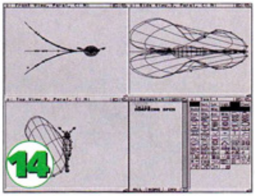
Go to the top view and zoom out a bit. Select the menu item Create/Controls/B-Spline Closed and draw the outline of one of your wings – draw as you want, but try and make it fairly wide, and then right-click when finished.



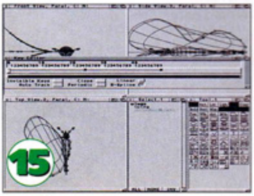
Move the wing so that it is roughly in the middle of the body and select the following menus; Modify/Freeform /Reparametrize, Modify/Freeform/Distribute, Create/ Freeform/Skin Curve and Reparametrize again clicking on V in the requester.



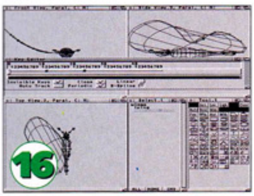
Rename this mesh as lwing and delete the line. Copy the wing and then go to the menu Modify/Bend Endp./Move 2D. In the front view click on the wing just left of the body, again at the end of the wing and bend the wing upwards.



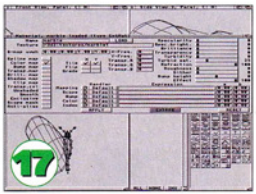
Paste the original wing twice and, using the same method as before, bend the second copy downwards. Now that we have our key morphing objects, select them in turn and go to the menu item Animate/Create/Morphing.



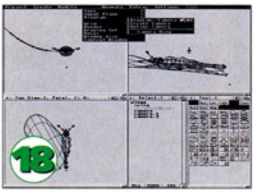
Open the animation window and play it forwards. You'll notice the key objects are still shown and the morphing wing only flaps once. To fix this select the Morphing Open level and the menu Animate/Edit.



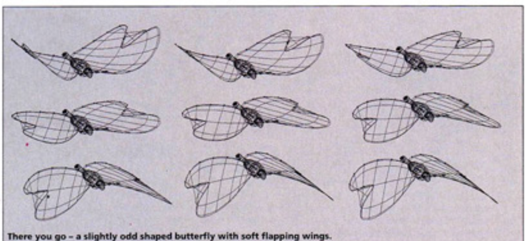
This is the Key Editor. To stop needless re-drawing of key objects click on invisible keys. To make the wings beat, click on close and periodic and drag the black squares (which represent key objects) to half their size.



Use the same process to create another wing. Move the root level to control the position of the butterfly as a whole. As well as morphing an object's shape, you can morph the surface by creating two objects with different surfaces.



Morphing can also be used on cameras to enable smoothly panning view changes in animations. Use the menu View/Camera/Create Camera in conjunction with changing the view using the cursor keys.



There you go – a slightly odd shaped butterfly with soft flapping wings.

Cinema4D 2

Want more than just primitive objects? John Kennedy discovers the more advanced Boolean and Polygon tools.

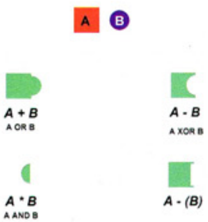
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Primitives are the simplest objects which can be created, but not all your models will look like a sphere with a box attached. *Cinema4D* has lots of ways of both altering primitives, and creating more complicated objects.

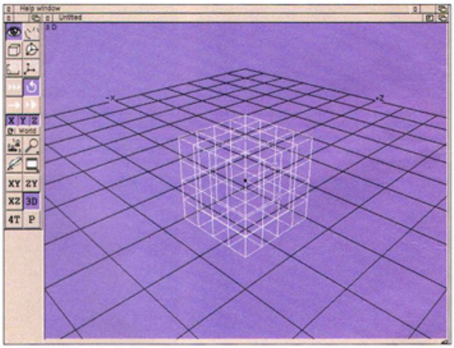
One of the easiest ways to change your objects is to make use of the "Boolean Operations". These operations allow you to create a new object from two existing objects. The term "Boolean" comes about because of the logical notation used. You can use these tools to either link two objects, or use one to alter the other.

Using the Boolean tools is easy. First create your objects, and arrange them as required. For best results, you should "sub-divide" the primitives first, as this will make them more detailed and therefore allow the new surfaces which will be created, more scope for accuracy. Failure to do this will mean that your new objects mightn't be smoothed properly, and will look downright weird.

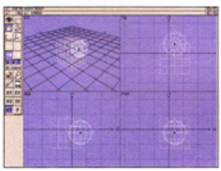
For the same reason, when using a Sphere primitive, make sure that you are not using a Perfect Sphere. Perfect Spheres are defined as discrete mathematical entities which cannot be chopped up into pieces. On the other hand, they do render quickly and accurately.



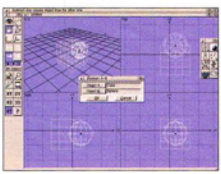
Assuming two objects, A and B, the Boolean tools will create a new object as shown. You can use this technique to cut holes or combine objects into new shapes.



Create a cube primitive object, and then use the Tools menu/subdivide to split it up into more faces.



Now add another object, and position it carefully. The four-view display is probably best. If you are adding a Sphere, make sure "Perfect Sphere" is NOT checked.

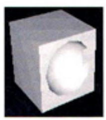


From the Window menu, switch on the Object Bar. The Boolean Tool is at the top right, when you shift-select, pick A-B and you'll be asked for the objects to use.

Cinema4D's most flexible object creation tools are the Polygon Tools. These tools act on simple two-dimensional (flat) polygon objects, and convert them into three-dimensional objects. You can use these tools to quickly model a bottle, or a length of piping or the hull of a boat, so they are worth getting to know.

Creating the polygon shapes themselves is easy: you can use the pull-down menu "Object" and the "Polygon" sub-menu. Remember to hold down shift when selecting from the list of objects, as this will let you define the size and number of edges and so on.

A number of the Polygon Tools



When the operation is complete, a new object will have been created. When you delete the originals, and render, you'll see something like this.

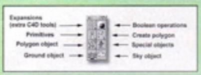
ESSENTIAL INFO

The Object Toolbar makes it easy to get access to object creation tools. If it's not already present on your screen, use the Window menu to bring it to the front.

The Expansion tool is where any extra *Cinema4D* compatible programs will appear. For example, if you have installed *Cinema World* then this is where you can run it from. Normally there will be nothing present.

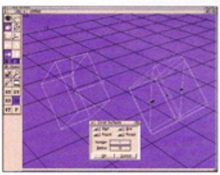
All but the last two tools have a tiny arrow at the bottom of the icon, and this indicates that holding down the Shift key when you click on them will bring up extra information. Don't forget this point, otherwise you will miss out on a lot of extra features. If you don't press Shift, the previous settings will be used.

The Ground and Sky icons will quickly create some objects, and these can have textures and materials applied like any other object.



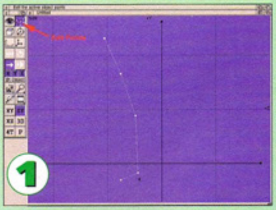
will depend on using a path. For example, you can make a pipe by forcing a circle polygon to follow a path, no matter how wiggly the path is. To create the path, use the simple polygon shape "Line". Then, click on the "Edit Points" icon in the main toolbar (top right) and holding the ALT key, add more points to the line and move them around. ALT can be used to add more points to any shape.

When you create an object with the Polygon Tools, you can decide if the object is to have an extra face at either end – if you leave it off, the object will appear hollow. You can also control the shape of the start and end faces, by specifying if you want there to be a bevel. For example, here the square outline has been extruded twice: the first time with no bevel, the second time with a bevel on each face.

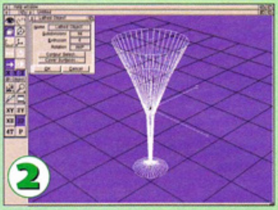


When you convert polygons into solid objects, don't forget to decide on a bevel or not. The larger the number (here 1) the smoother the edging effect.

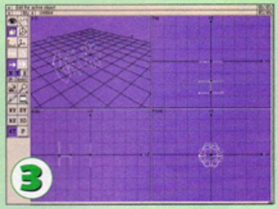
USING POLYGON TOOLS



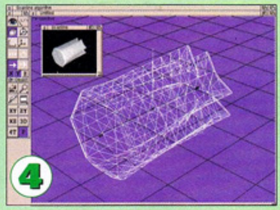
Create a line with the Polygon tool. We need to create an outline, but in the YZ view so you'll need to drag the points around. Remember to click on the "Edit Points" button, and that ALT is used to add more points.



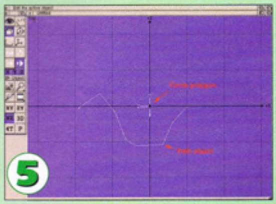
With the outline ready, select Lathe from the Object Tools menu. This tool sweeps the outline around on its Y axis, so careful alignment is essential. When finished, apply a glass material to your new object.



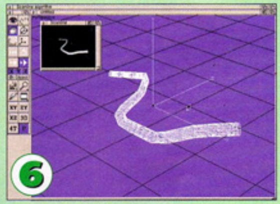
The Morphing tool is similar to the Skinning tool, except that a large number of individual faces are constructed, rather than simple facets. Try it by creating a series of polygons, positioning them in a plan view like this...



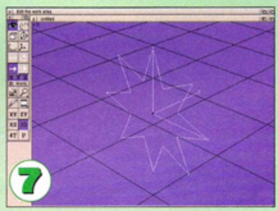
When you apply Morph the outlines will be joined together, producing organic blobby effects. Well, you never know – you might find it useful one day.



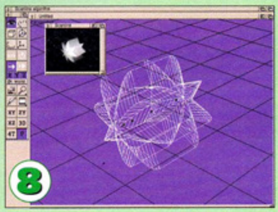
To make a hose or pipe, use the line object, add more points and stretch it into a path. Do this in the ZX view. Then add a circle polygon, and rotate it around the Y axis so it lies as shown.



When you select Path Object, the circle will be dragged along the path, creating a new object. You can apply scaling (so it get smaller as it goes) and define the ends to be rounded. Useful for pipes, ropes, pillars and so on.



The Extrusion Object is one of the simplest, but also most useful, of the Polygon Tools. It will take any polygon and draw it back into the third dimension to create a solid object. For example, here's a Star polygon...



...and now it's a solid shape. The end and start faces were given a large radius and these have rounded off the faces. The object itself consists of these end faces and another section in the middle: all can be moved individually.



Cinema 4D Offer



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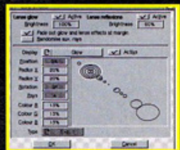
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Advanced ARexx Coding

Now it's your turn...

Last month Paul Overaa began looking at the 'Key to Address Transformation' technique – now it's time to have a go yourself.

The best way to understand the hash process is to experiment for yourself. Try drawing a circular file with 6 records in it (records numbered from 0 to 5). Pick any record as a starting point and choose a fixed 'step-length' between 1 and 5. As you step around the file diagram, using the selected step length, mark on the diagram every record that you visit. Try to determine which particular 'step-lengths' would allow every record to be visited. Repeat the experiment using a file which has 5 records, this time using step lengths from 1 to 4.

WHAT WORKS?

What you should have found is this: In the second case, step lengths of 1, 2, 3, or 4 will work. But in the first case only step lengths of 1 or 5 will visit every record. So what determines whether the whole of the file can be visited or not? Well, a step length of 1 always works, but what about the other step lengths? It turns out that it depends on whether the file size and the step size have any common factors. In the first case a file size of 6 has common factors with 2, 3 and 4, so only step lengths of 1 and 5 will search the file completely. In the second case neither 2, 3 nor 4 have common factors with 5 so all of these step lengths, plus the step length of 1 of course, will search the file completely. **Figure 2** shows the result of 'stepping around' a file with eight records in it, using a step length of 2. It is quite obvious that, irrespective of where we decide to start, we will never look at every record.

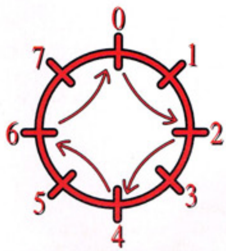


Figure 2: An incomplete circular file search

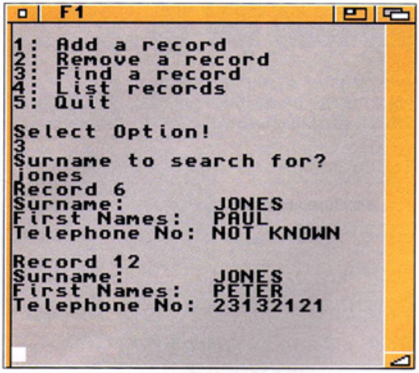
IN ITS PRIME

So, if we want to create a data-file based on the 'circular file with fixed step length' concept, we can now see exactly what we must do to ensure a proper search. Either we make sure that our step length is a prime number, or we make sure that the maximum file size is a prime number. In these cases, because there are no common factors, we know that this will enable us to (in the worst possible case) search the whole of the data-file. Neat eh!

If we choose the latter option, i.e. stipulate that the maximum file size used in a hash file application must

```
SAS/C® Editor
/* ---------------------------------------------->
FindEmpty: Procedure expose PRIME record.
parse arg n,step
do while ~(record.n.name='*' | record.n.name='+')
  say 'searching record slot' n
  n=(n+step)//PRIME
end
say 'found empty slot' n
return n
/* ---------------------------------------------->
FindMatches: Procedure expose PRIME record.
parse arg n,step,key
do while record.n.name=key
  call DisplayRecord(n)
  n=(n+step)//PRIME
end
return
/* ---------------------------------------------->
 LINE: 202   FILE: hash.rexx        INSERT (1)
Text entry mode. Press F1 for SE help.
```

The underlying hash access approach used in this month's example script is much the same as that used by some heavyweight database programs!



If you create a number of different records involving the same surname you'll see that the example script's Find option will be able to locate them all.

correspond to a prime number (n), then we can prove mathematically that: irrespective of the starting position, any step length that does not equal 'n' will allow us to search every record in the file. In practice if n is the file size we can use one rule (hash function) to deduce a starting point between 0 and (n-1), and a second rule (perhaps using a completely different hash function) to deduce a 'step length between 1 and (n-1). By being careful with the choice of functions, we can use the differing step lengths to help reduce the probability of collisions.

DIFFERENT FORMS

The form that the hash function will take is going to vary depending on the application. For the address book example mentioned earlier we might compute the first-attempt, i.e. a starting point for the search, by converting each letter in the surname to a number. One straightforward possibility is to convert each character in a surname into its ASCII code and then add them together. ARexx provides a function called Hash() which calculates the mod 256 sum of the ASCII values of characters in a string and, used with a single character it behaves pretty much like Basic's ASC() function. The sum produced must always be kept within the specified file size and the easiest way of doing this is to use modulo arithmetic. If the file size was PRIME then typical ARexx code might be:

```
sum=0
do i=1 to Length(key)
sum=sum+Hash(Substr(key,i,1))
end
first_attempt=sum//PRIME
```

To compute a step length we might use another characteristic – the length of the surname. This would ensure relative independence of the two search characteristics. It is unlikely, in the case of surnames, that the length of a name would approach the file size but it is common to incorporate the modulus restriction on the step length as well. A typical ARexx function that might be selected could be based on the formula...

```
step_length=
(Length(key)//
(PRIME-1))+1
```

which produces a number between 1 and PRIME-1 as required.

THE EXAMPLE CODE

You'll find on the Coverdisk an example script that allows you to add, remove, find and list surname, first names and telephone number details in

> **"...we make sure that our step length is a prime number, or we make sure that the maximum file size is a prime number."**

a record array set up using compound variables. As record data is entered the hash functions I've discussed are used to calculate a storage location based on the surname entry and, since the program is for illustration purposes, I've included a number of SAY statements which print details of the various locations being examined as records are entered.

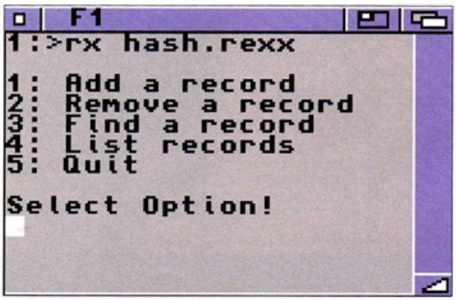
MORE CRASHES

I've also set the PRIME variable to a very low value (13) so that you'll be able to able to see how the collisions increase as the circular file starts to become full. Collisions do in fact increase drastically as a file becomes full so a good 'rule of thumb' in any real program that uses these sorts of techniques is to allow for some 20% more space than is really needed. Deletion from a file can also sometimes cause difficulties – a program must be able to distinguish between a 'deleted record' and an 'empty record'. If it cannot do this your program will confuse deleted records (which are saying "don't take any notice of this entry – but do make a further attempt") with empty records (which tell the program "not to bother searching any more"). The method I've used in the example program is to initialise all records as empty by using a '*' marker and to signify deleted records using a '+' sign. When searching for a space to insert a new record then either of these markers can be regarded as indicating free space.

WELL WORTH IT

It's well worth experimenting with these types of functions but don't forget that if you are using disk based files you will need to make allowances for the fact that your record numbers will most likely start from 1 and *not* from zero. Providing you are careful you will find this 'Key to Address Transformation' technique extremely useful – unless, that is, you really do make a complete hash of it!

To run the example script you'll need to open a Shell window and use the RX command!



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MailBag

Send your letters to: Letters To The Editor • Amiga Format • 30 Monmouth Street • Bath • Avon • BA1 2BW or email to: amformat@futurenet.co.uk – putting 'Mailbag' in the subject line.



A delightful curve into the top corner put Brazil one up (left).



There's no stopping that Bebeeto chap is there? (right)

BEST BRAZILIAN

Please put the *SWOS Editor* on the floppy disk.Or alternatively can you tell me where I can get hold of it as I am a complete *SWOS* nut (I like having the correct players and formations in every major European and South American league).

I do not like it when teams in Brazil such as Athletico Miniero are portrayed as being one of the best teams in the country when, in reality, Botofogo, Corithians, Flamengo and some other teams are much better. Also the format of the Brazilian league is wrong – there are two separate leagues ending in a final to decide the Championship.

Where is the Copa Liberatores? Europe has the Champions League but where's South America's equivalent?

Robert Pubser
London

Cor Blimey. Oh alright then, when we next have enough space we'll put an editor on the disk. But I don't want anyone ringing up or writing in complaining if it doesn't work on their version or if it screws up their Sensible World Of Soccer *disks.*

As for your other problems, I'm afraid Sensible Software (01799 516044) are going to have to help you out there. Anyway, I'll never forgive Brazil for spoiling Pat Jennings' birthday in '86.



Cameroon don't seem to have the answer either, as they go down 7-0 in the *AF* World Cup.

ENCORE UNE FOIS

I was in school doing the same, boring French, when suddenly my whole day was brightened up. "Why's that?" I hear you cry. Well, the class was looking through a French textbook – and guess what – I spotted an Amiga 1200 playing *Kick Off 2*. You can imagine how happy I was. It was in "Route Nationale Book 2" page 45, the top picture.

Do I get an *Amiga Format* sweater? Or if you can't manage that, I suppose an A4000T will have to do.

Stewart Priest
Glasgow

Well, you might have got a prize, but unfortunately for you, it has been spotted before (issue fifty-something) so instead of a nice prize you get a slap on the wrist for not having read every issue of the magazine cover to cover.

WHINE NO!

First of all, can I say thanks for the excellent magazine. Also, can I say to other Amiga owners and *AF* readers, stop moaning! If you don't like the magazine fine, but don't keep writing in and whining about the Coverdisks et al. If there aren't as many games being released, then *AF* can't put the demos on the disk. So there's nothing you can do by whining all the time.

Phew! Despite the excellent standard of the magazine, I have a few suggestions:

1. How about a C tutorial for beginners? I'm sure loads of people have compilers from old *Amiga Shopper* or similar Coverdisks and don't have a clue how to use them.
2. Is there any chance of a DTP/WP tutorial? I created this rather groovy letterhead from a (very old) tutorial – *AF65* I think it was.
3. Why is the form for Workbench so jumbled up? It doesn't seem to make any sense whatsoever, there's bits and pieces all over everywhere.
4. As well as putting the files for the excellent *Blitz Basic 2* tutorial on the CD, how about on floppies too for poor students like me who can't afford CD-ROM drives?

Stephen Smith
Sheffield

P.S. Whatever happened to Pat McDonald?

Thanks for sticking up for us, and now to answer your questions. Oh okay, it's numbers again is it. Right then:

1. Perhaps

2. Maybe. We have done such tutorials in the past. The thing is that everyone wants tutorials on their Coverdisk software, plus Blitz, the Internet, etc, etc. We don't have enough room to run a tutorial on everything.

3. It isn't anymore.

4. Space. When we have room, we may put a compilation of the whole tutorial on the disk.

And Pat is back... Turn to page 64 to find out what he thinks about the SX-32 Pro.



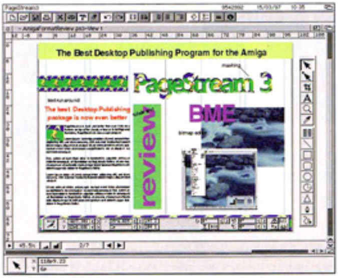
Not forgotten, and indeed not gone. You can't keep a man like Mr McDonald from fiddling vigorously with his Amiga, and indeed, you can see the results of his latest investigations on page 64 of this very issue.

PLACE YOUR BETS

Please help me. I require an item of software for my A1200 called *The Horse Racing Betting Calculator* which covers all the popular bets in racing. I am a subscriber to your magazine and find it sad and disappointing that my three previous requests for help in locating a dealer have been ignored by your staff.

Mr H. Thornberry
Nottingham

Well, I'm sorry if you haven't had any luck before, but as we have always said, I'm afraid we can't guarantee a personal reply to everyone who writes in. We have over 5,000 subscribers, so we couldn't even reply to all of



For more complicated page layout duties, you should be considering a full blown DTP package such as *Pagestream*.

them in a month. We never have offered a personal reply service, and we never will, because we receive hundreds of letters a week.

Secondly, I have never heard of any software called The Horse Racing Betting Calculator. *There are plenty of Pool Predictor type things in PD libraries, and some of these are also capable of horse racing prediction, but I'm not sure if this is exactly what you are after. If anybody does know what Mr Thornberry is after, and knows where to get it from, please write in and let us know.*

THE WRITE STUFF

I'm pretty much a newcomer to the Amiga, and I'm in need of a spot of help. However, I don't think that these questions are appropriate for Workbench, so I thought I'd try the regular letters page.

1. I'm a big fan of the Discworld books written by Terry Pratchett. There was a text adventure written by Piranha and published by Alternative based on the first of these books, *The Colour of Magic*. It was available on the Spectrum and CPC. Recently I got a Spectrum emulator, and I wondered if anyone has found *The Colour of Magic* on the Internet, and if so, would they be prepared to help me get a copy?

2. I'm a budding writer and I bought an A500 specifically for word-processing. I now have an A1200 but I've been largely disappointed.

I need a word processor which will allow me to create an infinite number of footnotes. I have a copy of *Final Writer Lite S.E.* but this does not fulfill my needs. Can you recommend a suitable word processor?

Chris Spicer
Warwickshire



He should've known better than to break wind in the fire zone.



The Against Ritual Slaughter for Entertainment Society has sent several letters complaining about the scenes depicted in *AB3D II*.

I would say that, unless the game has been released into the public domain (which I very much doubt), it is illegal for you to run a copy of it, even on an emulator, if you don't own a copy of the original. So there.

Secondly, infinite footnotes sounds like sloppy writing to me, but never mind – what you actually need is a proper DTP package such as Pagestream (see our review on page 58 or contact LH Publishing on 01908 370230), or a markup processor.

SOURCING THE SOURCE

I'm just writing to tell you and your readers that my Shareware game *Herman* (Coverdisk 88b) is still available, but the price has gone down! You can now get the password for just £3 and a SAE.

You gave away the source code for *Alien Breed 3D II* on *AFCD11*. How can I get of copy of this? I can't afford a CD player and haven't seen it anywhere else. Please send me some details.

Paul Thompson
Co. Durham

Thanks for that note. In regards to AB3D II, *I'm afraid that the source code is so large that that is the only way we can give it away – we only have two floppy disks on the DD version, and I suspect that many readers would be less than impressed if they were full of source code for several months.*

As you are the first person to ask, we will send it to you on floppy, but that's it. No more. We simply don't have the time to send people stuff on floppy.

YOU SPIN ME RIGHT ROUND

I have installed *Alien Breed 3D* on to my hard disk. I would like to know why the aliens aren't all dizzy. I ask this because the hard drive spins really fast, and every time I load it up they always shoot me first time.

Martin Day
East Sussex

Maybe they live close to the centre of the disk, where the actual speed of the surface isn't so bad. Or perhaps they have built in gyroscopes. Or maybe they are very dizzy indeed, but they're still good enough to beat the living daylights out of you…

SPECIAL PLEA CORNER



It was a dark night, the storm clouds gathered. Small fingers of rain clawed at the windows. A brief flash of lightning lit the dungeon where *Amiga Format* staff were struggling against their deadline. The thunder that accompanied it nearly drowned out the alarms of the Emergency Communication Device. Nearly.

Eyes barely open, a humble slave tapped on the keyboard to read the incoming missive:

```
..................................
Priority Double Black Message from Supreme Future High
Command.
This is your Lord and Master. I have a chap here in the
Command Centre with a dear sweet old mother, who can t play
Amiga Scrabble anymore because her disk is broken. Sort it
out, or I ll make your lives miserable  er, that is, more
miserable.
```

Basically, we double urgently need a copy of the original Leisure Genius Scrabble game. Like now. If you have a copy, please call us on 01225 442244 to claim your special bonus lifesaving gratitude pack. The fate of Amiga Format IS IN YOUR HANDS.

The Gallery

ON THIS MONTH'S CD



Aaah! A mutt's a guaranteed way to get AF's girly arties to love your picture.

Buster **Stephen Boddy**



Harvey boasts that his cars only have 600 polygons in them. Are you trying for a game?

Untitled **Harvey Singh**



David's Star Trek-themed image gets in for his recognisable characters.

Bay **David Cruickshank**



Dave Higton's hall is either moody and atmospheric or we only got the red channel!

Hall **David Higton**



A judicious use of motion blur and good lighting can turn an average picture into a great one.

Speed **J A Taylor**



£50 winner

See what you can do with our *Cinema4D* giveaway if you put your mind to it? There are plenty more shots of Emily on the CD.

Emily in Garage **Jonathan Scutt**



Jonathan Scutt shows that his graphical prowess isn't limited to 3D packages. This picture takes Cindy Crawford and makes her very attractive!

Space Sirens **Jonathan Scutt**

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AMIGA FORMAT COVER CD

A whole heap of Internet software, *Scala 1.1*, games, demos and utilities – *AFCD13* has some really cracking stuff on it!

LOOK_HERE_1ST!

There have been some changes this month to the old +Start_Me+ and +Stop_Me+ scripts that you used to have to run to get the best from the *AFCD*s. Now they are both incorporated into one sparkly new script that does very flash things with the humble Amiga console. If you want to remove all the assigns from the CD once you've finished with it, you can simply double click on the +AFCD_Setup+ script again. It'll know whether you've already set up assigns and act accordingly. Anywhere else on the CD that you find an icon looking the same as this one, it will act in the same manner.

If you want to send us your work (of course you do!) then don't forget to check the Submission_Advice. It contains information vital to ensuring that your work gets published. If you don't follow the instruction contained therein, your floppies will probably get dumped. Nuff said!



That double headed arrow icon starts our new intelligent assigns script.

Indices

AFCD13:-Look_here_1st!-/Indices/

You asked for it, you got it. *AFCD13* now contains a comprehensive guide to everything that has ever been on an *AFCD*. You can load these files into your favourite text editor or word processor and use the search function to find the entries you want. At this point in time, the indices are simple list commands redirected to files, but look out for our stonking fully-featured database coming very soon!

Other stuff in this drawer includes an index to all the serious reviews done in the mag since the dawn of time, and one for all the games we've ever reviewed. Most importantly, however, you'll find a text file for all the Amiga Angels that have pledged their support so far. Go easy on them, don't pester them day and night for info that might be really important to you, but that will only annoy them – remember they're doing this out of the kindness of their hearts. If you have submitted your details to us, you might want to get in contact to update the info you've provided to include email addresses and times you don't mind being phoned at. We also could use some Angels who are good at games – you lot seem to be keeping your heads down.



Some of these index files are huge so they will take a while to load.

This month sees a new addition to the Handy Tools drawer – *DiskMaster 2.1c*. This excellent program was once a full-price file manager, but since the demise of Progressive Peripherals and Software in 1992 (because of a fire in the framing factory next door which spread) the software hasn't been updated. Recently, a devoted *DiskMaster* user got in touch with Greg Cunningham, the author, to ask him if the program could be given to Amiga owners everywhere and Greg (bless 'im!) said yes. You can try *DiskMaster* for yourself and edit the DM.startup file to provide your Amiga with viewers and players for everything on the *AFCD*. We'll be looking for *DM2* Reader Submissions from you!



Not very interesting in its default configuration, *DM2* really shines once you've spent some time editing its config.

IN_THE_MAG

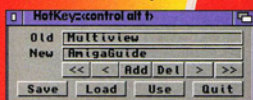
In this drawer you'll find the programs mentioned on the *Music-X*, Workbench and Emulation pages, along with a host of the items mentioned in the Internet cover feature. As a special bonus, we've included the preliminary cover images created in *Lightwave* for our Internet feature. The final image took about six and a half hours on an '060 Amiga 3000T armed with 82Mb RAM and was rendered to somewhere in the region of 2500x3400 pixels in size.

SPOTLIGHT ON A HANDY TOOL

ToolAlias

If you've got a particular file viewer that you like, or need to use because you're running an older version of Workbench (particularly for AmigaGuide-Multiview), then *ToolAlias* will be of great benefit to you. Simply enter the name of the program you wish to change in the top text window, and type the program you wish to use in its place in the bottom window.

You can carry on adding new programs as you like to ensure that only your preferred programs get run, no matter what the individual icon says.



Tiny tool, but very useful if you have to run Workbench 2.x

COVERDISKS

Our full version of *Scala 1.1* can be found in both this drawer and the Look_here_1st! drawer and you'll also find our two Coverdisk games here. Both the games and *Scala* are detailed in the mag (pages 108-111).

AF ON THE WEB

A bit of a bumper month for websites this month. We narrowly missed putting the SASG website on here, but it will be on next month's CD. However, we do have a mass of intriguing sites including reader submissions from James Caygill and Johnathan Hollins and an excellent guide to hardware that gives the reader instructions on how to do a range of things, from building a null modem cable to informing you what the 72 pins on a 72-pin SIMM all do.



The Hardware Book is a handy reference to cut out and keep. Especially if you need to know how to turn your serial cable into a null modem jobbie with an adaptor.

READER STUFF



Some brilliant contributions grace our CD this month. Dave Higton gives us another of his groovy *XTR* tracks and Dion Guy twists our synapses with his incredibly difficult *Manic Manoeuvres* game, a cross between *PipeMania* and one of those fiendish sliding puzzles.

But the reader prize for games this month goes to Les Wigmore for his polished *Groworm*. This is a shoot-em-up, but it's controlled with the mouse to give it the kind of control you need for fast moving action. Hopefully Les will update the game further with a few more power-ups and bad guys, but even as it stands the game plays well. Congrats Les, fifty quid should be winging its way to you very shortly!

On the serious side we had Martin Sinclair's questionnaire (please fill it in and return it to him), Tony Parr's *AF* Icons, which are very nice, if a little large and, in some cases (notably music) inappropriate, but the winner for this month's Serious Reader prize goes to Mark Sweeney for his *Freebase* program, not as you might think, a guide to smoking crack, but a multi-format database which can be used for CD collections, addresses and whatever else you want to catalogue. Well done Mark, you'll be getting your £50 prize very soon.



If the log looks a bit mince to you, it's because Mark's got it morphing between two words.



Tony's icons are beautifully designed, but a little large for the *AFCD*.

PD SELECT

F1 Licenseware

AFCD13:-PD_Select-/F1/

We've gone F1 crazy this month with the entire PD_Select directory being turned over to F1 Licenceware's demo catalogue. You've got titles such as *Sorefist* (see this month's PD Select on page 84), *EdWordPro*, *DOOPSI* and *Magnetic Fiction* just for starters.

Since some of the programs need to run from a floppy, we've included the original DMS archives of every disk for you to unpack. Simply bung a floppy in df0: and double click on your desired disk icon.

DISC NOT WORKING?

If the CD is defective, please return it to the address below. Please make sure you have followed our installation procedures correctly to ensure that there is a physical problem. Please send the CD along with a description of the fault (not forgetting your name and address). A new working version should be returned to you within 28 days. The return address for faulty discs is: PC Wise Ltd, Dowlais Top Business Park, Dowlais, Merthyr Tydfil, Mid Glamorgan, South Wales C48 2YY.

A CD should only need replacing if the CD itself cannot be read. If, instead, you are experiencing problems with an individual demo or application, phone our technical support line. This is open between the hours of 2pm and 5pm every Tuesday. Tel: 01225 442244. Fax: 01225 732341. E-mail: amformat@futurenet.co.uk (put "Coverdisk" in the subject line of your message to ensure it is processed swiftly).

Please note that the helpline staff provide assistance with technical problems directly related to our cover CD and cannot provide training on the software or hardware in general.



SCREENPLAY

SHAREWARE

Headquarters

AFCD13:-ScreenPlay-/Shareware/Headquarters/

If you are one of our readers who also enjoy tabletop or role playing games, you'll like this. It's based on *BattleTech*, the FASA giant robot combat game, and although it's a bit tech-heavy, if you're used to playing the board game, you'll know how to play it almost instantly.

Racer

AFCD13:-ScreenPlay-/Shareware/Racer/

If on the other hand you like your games to be more arcadey, then try out *Racer*. You'll need to install it to hard disk, and it will be more likely to run if you choose the in-game music rather than sound effects. Don't be worried that the game pauses for a long time on the info screen, I think that's a reminder for you to register the game! You will need about 3Mb of hard drive space to fit racer on your hard drive, and if you're wondering what sort of game it is, well, it's a brave attempt on a *Daytona* clone for the Amiga, which should give you some sort of idea of what to expect.

BattleDuel

AFCD13:-ScreenPlay-/Shareware/BattleDuel/

BattleDuel is that grandaddy of computer games – *Artillery*. You have to aim your cannon at an oblique angle to your enemy and judge wind speed, direction and distance to ensure that you obliterate him completely from the scenery.



Camels, rabbits, special weapons and gorgeous graphics make *BattleDuel* a cut above the rest.

This version is a bit different to others we've seen on the *AFCD*s since it will work over a null modem cable or even a TCP/IP network. This version also has additional weapons over the usual lead shot and is filled with loads of nice touches, like being able to shoot down balloons.

Capital Punishment patch

AFCD13:-ScreenPlay-/Utilities/CapPun_Patch/

If you've got an early version of this *Amiga Format* Gold-winning beat-em-up, you'll want to patch it to the latest version. That's the one that copes with all '040 and '060 accelerators and also gives you lots of additional options.

SERIOUSLY_AMIGA

COMMERCIAL

Personal Paint Patches

AFCD13:-Seriously_Amiga-/Commercial/PersonalPaint/

Taken advantage of our *Personal Paint* upgrade offer yet? This drawer contains new ARexx scripts and patches for *Personal Paint 7* which all combine to make it an even better product than we said in issue 94 (90%).

Epic Encyclopedia patch

AFCD13:-Seriously_Amiga-/Commercial/Epic/

Yep, it's patches galore this month with this one for Epic's outstanding *Interactive Encyclopedia* being upgraded for 1997. This upgrade makes sure that sound isn't corrupted on fast Amigas, and ensures that searches work properly.

TurboPrint 5

AFCD13:-Seriously_Amiga-/Commercial/TurboPrint5/

You read the review, now try the software for yourself with this demo of the excellent *TurboPrint 5*. The only limitations on this version of the printer software are that it will only print on a limited area of the page – the left hand side and scalable fonts are not supported.

AmIRC scripts

AFCD13:-Seriously_Amiga-/Shareware/Comms/

This month's Comms section is roughly devoted to two things: AmIRC scripts and FidoNet. The AmIRC scripts involve all sorts of things, from throwing people off channels with a humourous parting shot to grabbing URLs to the clipboard so that you can simply paste them into your favourite browser's location gadget. Some might need the latest version of AmIRC so make sure you're up-to-date with the version we've put in the AFCD13:-In_the_Mag-/Internet/AmIRC1.40/ directory.

FidoNet Stuff

AFCD13:-Seriously_Amiga-/Shareware/Comms/Fidonet/

There's about 50Mb of material on Aminet devoted to FidoNet and it seems an odd place to put software that is devoted to ignoring the Internet, but we've gathered it all together for you and sorted it alphabetically into seven drawers. There's no space here to go into every single file, so you'll have to explore for yourselves.

GFX card software

AFCD13:-Seriously_Amiga-/Shareware/GFXCard/CyberUpdate2.22/
AFCD13:-Seriously_Amiga-/Shareware/GFXCard/Picasso96/

The debate is now raging as to which RTG software is best – *CGFX* or *P96*. Try them both here and decide for yourself whether the mature, but slightly slower *CyberGraphx* is best, or the new and still a touch quirky *Picasso96* software will suit your graphics card better.

AnimatED

AFCD13:-Seriously_Amiga-/Shareware/Graphics/animated/

Marco Vigelius, winner of of Reader prize for serious applications comes up with this excellent animation editor. Like *Cartoon Studio* this is designed to work with standard anims, but unlike *Cartoon Studio* it doesn't have any size or colour limitations. This is only a preliminary release so that Marco can get more feedback on what future versions should hold, but already it's looking pretty good.



Have a go with *AnimatEd*. It's easy to use and it's nice to get animations with sound on the CD.

IX Guide

AFCD13:-Seriously_Amiga-/Shareware/Workbench/ixg06d/asso96/

As good as it is, the AmigaGuide document type is looking somewhat out of date. It doesn't "do" inline images, it can't handle different sizes of text easily and it won't allow for any kind of formatting beyond word wrap. So along comes *IXGuide* to set all that lot right. It's a new kind of document browser that's more like a web browser with added inline ARexx support. It's at an early stage right now, but still worth taking a look at with the example document provided.



IXGuide might provide an alternative to both HTML and AmigaGuide documents.

IXGuide includes built-in ARexx support for interactive pages – a bit like Java on other platforms.

Magic Exchange

AFCD13:-Seriously_Amiga-/Shareware/Workbench/magic-exchange/

If you're the kind of person that likes MUI so much that they would like to replace everything that Workbench comes with, with a MUI version, then *Magic Exchange* should be a pleasure for you to install. It offers a dynamic task priority changer and sorting methods for activating and removing commodities over the standard Commodore Exchange program and, obviously, given its MUI GUI, looks nicer.

MBlank

AFCD13:-Seriously_Amiga-/Shareware/Workbench/MBlank/

We're all warned about the dangers of monitor burn and here's a nice little modular blanker that should cure any problems in that area. The blankers it comes with are a dimmer, a complex magnetic/gravity force acting on a load of balls and a fireworks display. Each of the modes will run one after the other and each has a comprehensive settings program that you can fiddle with. Modular screen blankers are nothing new, but it's nice to see one as well-executed and small as this one.

READER WARRANT

Every reader submission to the *AFCD* must have a reader warrant attached to the accompanying *AF*_Readme file. You can type it in off this page or take it from the various locations it is stored in on the CD (Look_here_1st!, ReaderStuff etc). A last reminder: this text must be in your *AF*_ReadMe, or your submission won't go on the CD – it's Future policy.

In respect of all material which forms my reader contribution to Future Publishing's *Amiga Format* I hereby warrant that:-
(1) the material is original and does not infringe any other material or rights;
(2) the material does not contain any material which is defamatory, obscene or indecent and is exempt from classification under the Video Recordings Act 1984;
(3) that there are no legal claims against the material provided;
(4) that I have full power and authority to provide this material to Future Publishing.

DISCLAIMER

This *AF* CD-ROM has been thoroughly scanned and tested at all stages of production. We recommend that you always run a virus checker on ANY software before running it. Future Publishing Limited cannot accept any responsibility for disruption, damage and/or loss to your data or your computer system which may occur whilst using this disc, the programs or the data on it. Ensure that you have up to date backups of data contained on your hard drives before running any new software. If you do not accept these conditions do not use this disc.

Scene Storm



Your second, free CD is jam-packed full of demos from The Scene. John Kennedy guides you through...

You might be wondering exactly what "The Scene" is, because it's never mentioned much in mainstream Amiga magazines like *Amiga Format*. The Scene is a thriving sub-culture, built around Amiga programs (known as "Demos" and "Intros") with astounding examples of sound and graphics. The Scene is populated by groups with names such as Sanity, Spaceballs and Virtual Dreams, and hundreds of avid followers.

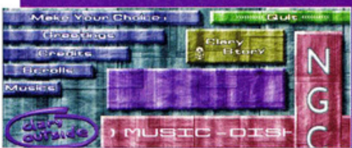
Within the Scene, the groups have the status of pop-stars (or they like to think they do) and their latest releases are eagerly awaited. The Scene communicates via disc based magazines, Bulletin Boards and the Internet, and by holding meetings throughout Europe.

The *Scene Storm* CD-ROM is a snapshot of the Scene, taken during 1995 and 1996. It captures the best examples of demo coding, disk magazines, graphics, music and slideshows. As an added bonus, there are 50Mb of example source code and all the tools you need to begin creating your own demos.

CONTENTS OF THE CD

Music-Disks

Think of this collection of programs as miniature music albums. They are designed to be listened to, and although many feature graphics, these are of secondary importance to the music. You'll need to make sure that your Amiga is hooked up to some speakers or your hi-fi.



Music-Disks provide you with a graphical front end, and multiple tracks: your own Amiga jukebox!

Parties

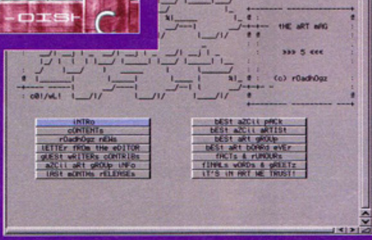
These folders contain the demos, intros, graphics and music from all the big Scene get-togethers. You'll find some amazing programs here, as well as details on the groups that took part and how their work was rated by their peers.

Demos

Nothing but the best. The most influential demo programs from all over the Amiga world. Turn out the lights, open a coke and chill out. These programs are pretty much state of the art in real time computer graphics.

Mags

The Scene keeps in touch through disk-based magazines. Here's a collection of the best of the last two year's magazines, and browsing through them will give you an excellent insight into how the Scene works, and who the main movers and shakers are.



Disk mags are how the Scene members keep in touch. Have a read and see what's happening.



UFO

Are you a fan of the *X-Files*? Then you'll love this sub-sub-culture, which combines Amiga graphics and music with the search for extra-terrestrial life.

The aliens are among us, and they can program in 68x00!



Some more pictures of Michael Jackson resting at home, with his feet up.



SCENE STORM

● *Scene Storm* tries to make it as easy as possible for you to use the programs and demos on the disk. It does this in several ways.

Firstly, all the files are organised into different categories.

Secondly, utilities are provided to make your Amiga as compatible as possible.

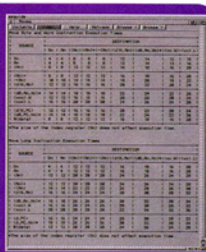
Thirdly, if your program won't exit properly you will get a warning telling you to reset your Amiga instead.

● Before you start attempting to run the various programs, make sure you have clicked on the StartUp.1st icon. This will trigger important ASSIGNS required for the program to operate correctly. You may then also need to click on "ClickForColours" and "MagicColours" – make sure you are using an eight colour Workbench for best results.

● If you are experiencing problems, make sure you have used the *Cache-Off* program in the Trouble-Shooting drawer. If you have an Amiga with an accelerator card, check to see if it is possible to temporarily deactivate it: this is especially important if you have an 68040 or 68060.

Coding

If you have watched in awe as the demo programs push your Amiga hardware to the limits, here's where you get a chance to do the same. Inside this drawer you will find dozens of text documents explaining how to program the Amiga, including hardware details. You'll also find example source code, and even an Assembler and C Compiler which you can use.



If you want to write your own demo programs, take a browse through this directory. You'll find tools, text files and enough sample source code in C and Assembler to keep you busy for months.

SlideShows

These programs concentrate on graphics, and often contain some staggering pieces of work. The best are not rendered or raytraced, but painstakingly created in packages such as *Personal Paint*. Some of the files are simple IFF images, which will automatically load VT to make them visible. Others are programs in their own right, and will display several images, sometimes accompanied by music.



Ami-Express

The Scene makes large use of Bulletin Board Systems to distribute the latest programs and news. *Ami-Express* is one of the most popular pieces of BBS software in use, and this drawer contains special "add-on" programs to expand its usefulness.

ASCII scene

Some graphics artists just can't get their head around the concept of bitmap graphics, and instead experiment with images constructed from text characters and coloured ANSI blobs. Here is a collection (and a potted history) of the best in the business, ideal for including in your emails or adding to your BBS.

Modules

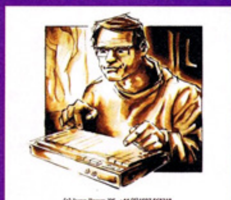
Nothing but music, taken from the hottest demos around. Click on the icon and a Mod player will be automatically launched, starting the music. An ideal accompaniment when you are using your Amiga, as the player will neatly multitask with all your other programs.

Each mod will automatically trigger a sound-player. All you have to do is listen!





(c) Jason Brown '95 +44 (0)1507 568318

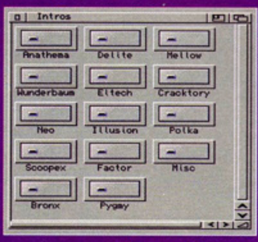


(c) Jason Brown '95 +44 (0)1507 568318

You'll find some great examples of Amiga artwork in the SlideShows...

Intros

Intros are smaller than demos – but that doesn't mean they are any less impressive. Be amazed at the size of the files and the huge variety in sound and vision. The Intro programs know how to squeeze every last drop from every byte.



They may only be smaller demos, but they are still just as impressive as their bigger brothers.

IMPORTANT!

Demo programs are renowned for "hitting the hardware" at a particular low level. Although the *Scene Storm* CD does an excellent job of warning you, you should be aware that not all programs will work on all systems. Many of the programs require AGA graphics, and many will not work on faster processors. If you have an A1200 with extra memory you should be able to run everything. If you have a different Amiga, or an A1200 with a lot of extra hardware you may experience problems with some programs. Sorry, this is just the way the Demo scene operates. It's exceptionally unlikely that any program will cause damage to your Amiga: if something goes wrong you should perform a warm reset (CTRL-Amiga-Amiga).

AMIGA FORMAT COVERDISKS





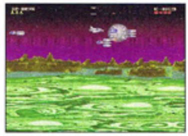












Ideal for titling and presentations, David Taylor finds out why *Scala* is the Amiga's favourite multimedia package.

David Taylor introduces two games this month. Both for the trigger happy gamers out there in Amigaland.

Witness

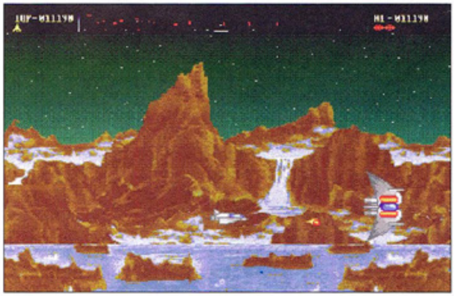
Witness brings *Defender* bang up to date and incorporates the superb graphics of Amiga ace *Project X*. The Solar System has been overrun by aliens with only Earth remaining free. It is up to you to rescue the others from tyranny.

While you fly around the planet, small ships that you can fly through will appear. These are the main enemy ships which have to be stopped. As you can't shoot the ships on the bottom, you have to shoot the carrier before it lifts them off the screen. If one has already picked up a load, you can still stop it by destroying the main ship. This isn't a permanent solution, but your aim is to clear the planet of all enemy ships before the drop ships carry off all the small vessels. If this happens, you lose the planet.

You begin with four lives and each life allows you to sustain six hits. After each hit, your ship will flash briefly to signify this short period of invulnerability.

When you shoot some of the bigger ships, you will see bonus collections that give points. Every 25,000 points scored will get you an extra life. As you blast away alien ships you will obtain 'power ups'. You must be careful to collect the same colour power-ups or you will





Your mission is to destroy all enemy ships before they are rescued by the drop ships.





Blasted

Comical shoot-em-up action from the Pandemonium group, *Blasted* is mouse-controlled single-player fun. You are in control of a small catapult that starts with the ability to fire single shots. Two fantastically animated goblins move the catapult left and right according to how you move your mouse.

The aim is to shoot down enemy goblins who will attempt to hit you with "deposits" as they fly across the screen. There are also flying goblins that are on your side. They look very similar to the enemy, but are coloured green and marked slightly differently with a cross on their wings. Make sure you don't hit these because doing so will stop your ability to fire for a few seconds.

The game is split into levels and your aim is to gain the hit accuracy rate required at the start of the level. This is why it's important not to hit the green goblins – while you can't fire the enemy can get across the screen and bring down your accuracy scoring. The game starts out quite gently with only 33% required, but increases from there.

Some enemies will drop power-ups when you hit them. The best one is "G" which increases your gun power. This can be powered up more than once, but each time you are hit by an enemy bomb, you will lose one level of power or, if you are already at minimal power, be frozen for a few seconds. There's also "X" which will clear the screen of any enemy goblins that are on it at the time. "L" gives you a special laser which will bring down every enemy it touches.

You can progress through the first few levels simply by firing randomly, but you will soon have to learn to aim properly before you fire. You can only have one shot in the air at a time, so every one must count. As you go through the levels, you'll find that you can carry across any powered up weapon, so it is useful to have obtained the double barrelled shotgun by level five. There is another goblin who sits in the top right of the screen keeping score by holding up score cards, so keep an eye on these to see if you are near target.

This game came from Saddletramps PD, who are also responsible for 5D Licenceware titles – you can call them on 01709 888127. The game's authors are also offering a 50% reduction on their next game, if you register this one for only £5. Send your cheque/PO (payable to Ben Parker and Mike Burnett) to 25 Victoria Road, Macclesfield, Cheshire, SK10 3JA.



switch back to the single fire power of the previous type. The types are split between blue and orange. The blue give you plasma shots, while the orange build up fire shots. Being killed will wipe your power ups and you can't carry them from planet to planet.

You can also collect bombs, used to clear the screen and triggered by the space bar. The bombs are also part of your energy so each one you use reduces the number of hits you can take before losing a life.

At the top of the screen is a scanner that shows you the enemy still on the planet. Your position is always shown in the middle of the scanner and the others are shown in relation to that.

Witness can be played directly from the Coverdisk if you have 2Mb RAM. If not, you'll need two disk drives and a spare formatted disk to install from the Coverdisk. The disk will load the game directly on a 1Mb machine.

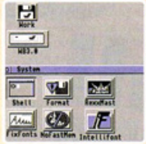
This is a 100% working freeware game coded by David Serafim with music by Ruben Monterio, released under the Black Flag name. Send your comments at c0ntact@esoterica.pt.



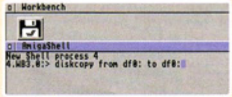
Be very careful when collecting power ups. It does matter what colour they are.

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

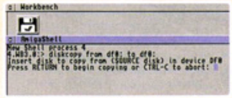


1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

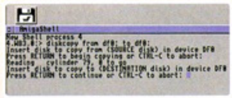


2 Type in the following line (with a zero, not the letter O), taking care to put the spaces in the correct places:

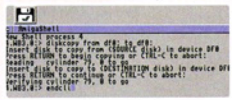
DISKCOPY FROM DF0: TO DF0:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell.

DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, with 2x26p stamps and an SAE to:

Amiga Format (insert name of disk)
TIB PLC • TIB House
11 Edward Street
Bradford • BD4 7BH

If there is a manufacturing error the stamps will be returned with a replacement disk.

Scala v1.1

Full Program



Amiga Format bring you yet another fully functioning software sensation. David Taylor introduces the impressive _Scala_.

IT'S BIG!

***Scala* is a big program. It comes on eight disks so don't be surprised if you can't find all the fonts mentioned on these pages or any of the backdrops. The CD version contains the complete *Scala* install set giving you all the software you get when you buy the program for real.**

Scala has got to be one of the Amiga's best known programs and it revolutionised the way people thought about multimedia. With *Scala* creating multimedia is easy – even with a low spec machine. In fact, this program, complete with sample files, backdrops and fonts, will run on any 1Mb floppy driven Amiga.

Scala itself can be loaded straight from the Coverdisk. If you are using a floppy driven Amiga, simply boot the disk – if you try and load Scala directly from the Coverdisk from your copy of Workbench it won't work. If you want to run the program from hard drive, there's an icon which enables you to copy all the files across to the correct directories and de-archive the samples into its sub-directories. If you are running from floppy, there is also an icon for you to click on which will de-archive the files to a separate spare floppy for you. You can then load them into *Scala* from there.

GETTING STARTED

Once you've got *Scala* loaded, you can jump straight in and start creating your masterpiece. Start a New Script and you will be asked to choose a background image for the first page. You can choose to leave this blank but to start out you should choose one from the examples – the Naive series of books and pencils are very striking. When you've selected a background, it will be displayed at the back of the editing screen.

The colour of the font you choose is determined on the main editing screen. The palette bar across the top of the controls allows you to select a colour. The chosen colour can then be applied to the front of the font – the actual letters – or to one of the effects that are available to you. You can use outlines or shadows and each one can



The main *Scala* screen lists the pages used in your project as well as any effects used as transitions between them. Page transitions are adjusted in exactly the same way as object ones.



The main editing panel. From here you can add text and pictures and choose font style and effects.

have a different colour attached to it. If you want to apply an effect to a text string, just click on the effect and the box will be activated. The effect will then be applied on screen.

The Layout controls allow you to change the style of the effects and the page. Clicking on the Layout button will give you the control screen. On the very left is a directional pad which shows which way an effect is applied and underneath is the name of the effect. The scroll bar goes down through the parameters that you can change.

BECOMING EFFECTIVE

Of course, you want to do more than just slap text on a page, and wouldn't it be nice if the text did more than just appear? To get the most out of the program, we'd suggest turning on the Bounding boxes in the layout, because it makes selecting objects on the screen easier. The boxes appear around each object on the screen, so you can see what elements are not part of the background. If you ever want to move an element, click on the Move button first and then drag it around the screen.

To decide how the text will come onto the screen, select the box for the text and then click on the empty icon box on the very left of the *Scala* panel. A whole effect panel will pop up showing a selection of effects and the speed that they will appear. Choose one and click on See to preview it. The effects are very similar to those you'll have seen in the likes of *Adorage* or *X-DVE* and will be applied to the text you have selected.

When you have everything working as you want, you can start making some more interesting additions. Included with the samples are a set of symbols – useful buttons for inclusion on your pages. To add one, select the Load button from the main editing page where you were adding text. You will be asked what type of data you want to load. Select Symbol and then move to the *Scala* directory (or the additional floppy disk) and choose a Symbol. You can preview them by clicking on See. The symbol will be added onto the page like the text was. If you want to add an effect to the symbol's appearance, you can do this in much the same way as you did to the text.

THE LISTING PAGE

On the editing page, you will see a "List" button. Clicking on this takes you to a list of all the elements that are contained on your current page. They appear in the order that you placed them, which is also the order that they will be displayed, effect after effect. If you decide that this order needs changing, simply pick up what you want to move and move it down to the place you want it to appear in the list. This list page also allows you to change or add any effects to the elements, preview the page or delete any elements. To delete an object, click on Delete and then choose the first and last object that you want to remove (you can remove whole lists this way, so be careful). If you only want to remove one, click on delete and then twice on the object.

You'll want more than one page in your project, so when you've finished setting up a page, click on Save and New and the page will be added into the main script. Create a second page in the same way that you created the first. When you want to create a way for users to move through a project, perhaps not necessarily from one page to the next, but to any page they choose, you will need to add buttons. Click on the Button icon on the editing screen and you can draw an invisible box on the page (you will see the bounding box). You can add inverse effects to your buttons which will be shown when the user clicks on it. Next to the button number on the button editing page is the name of the page that you will go to. In order to be able to give a destination you need to add buttons in after you've created your pages so it's a good idea to plan out on paper, how your pages will interlink, before starting.

SYSTEM PAGE

If you click on the System page button, you can change some aspects of the program, such as level of expertise (use expert though as it gives you more features). Do not click on the ScalaPrint or Runtime icons as these will produce errors which were inherent in the original program. The ScalaPrint program can be run manually from Workbench to print out scripts.



The *Scala* Settings page allows you to go to a simpler version, but it's not worth it.



The Effects page gives you the chance to personalise the effects used on the fonts and adjust their speed as they appear on the page.

FINISHING OFF

On the main page you can choose the effects and the wait times for the wipes between pages. When you are ready, save the final script out. The script will be given an icon that uses the ScalaPlayer as a default tool. Only by having the ScalaPlayer in the correct place will this work (this is set to be one directory above the script because it assumes that you will use a script directory). You can change this in the Icon Information on Workbench (select the icon and choose the Icon menu/Information item). The ScalaPlayer will not do anything if you double click on it.

This is all the information you need to get yourself up and running but obviously the best way to get the most out of *Scala* is to experiment and play around with the features yourself.

PPaint 7

ONLY £24.95

Upgrade from your Coverdisk to version 7.0 of Personal Paint and take advantage of over 100 new features!

These include:
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- Professional Internet features including GIF animations and map editor
- Enhanced user interface
- 180 ARexx commands
- New 'plug-in' library system
- Create directory thumbnails
- Advanced vector text functions





Floppy disk version includes printed documentation with addenda. CD-ROM version has documentation in AmigaGuide format.

Choose either the floppy disk or CD edition* for just £24.95

*Readers with a CD-ROM drive are advised to get the CD version which comes with extra artwork and support files.

Quote order ref: AMF PP7 when ordering

ORDER HOTLINE 01225 822511

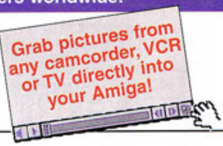
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Works with all Amiga Computers
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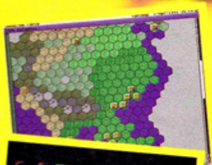
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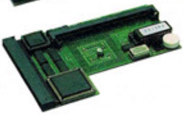
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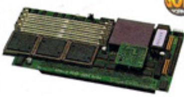
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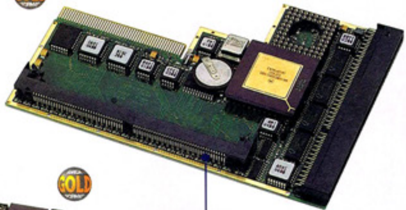
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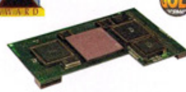
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